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PlayStation®



OFFICIAL AUSTRALIAN MAGAZINE



PlayStation®2

PSone™



ISSUE #08 DATE 11/01 COST \$14.95 (INC GST)

PlayStation®: Games, Film, Music, Life...

BOND IS BACK

Agent Under Fire will leave you shaken and stirred

142 GAMES REVIEWED

PlayStation®2 and PSone™
The essential buyer's guide

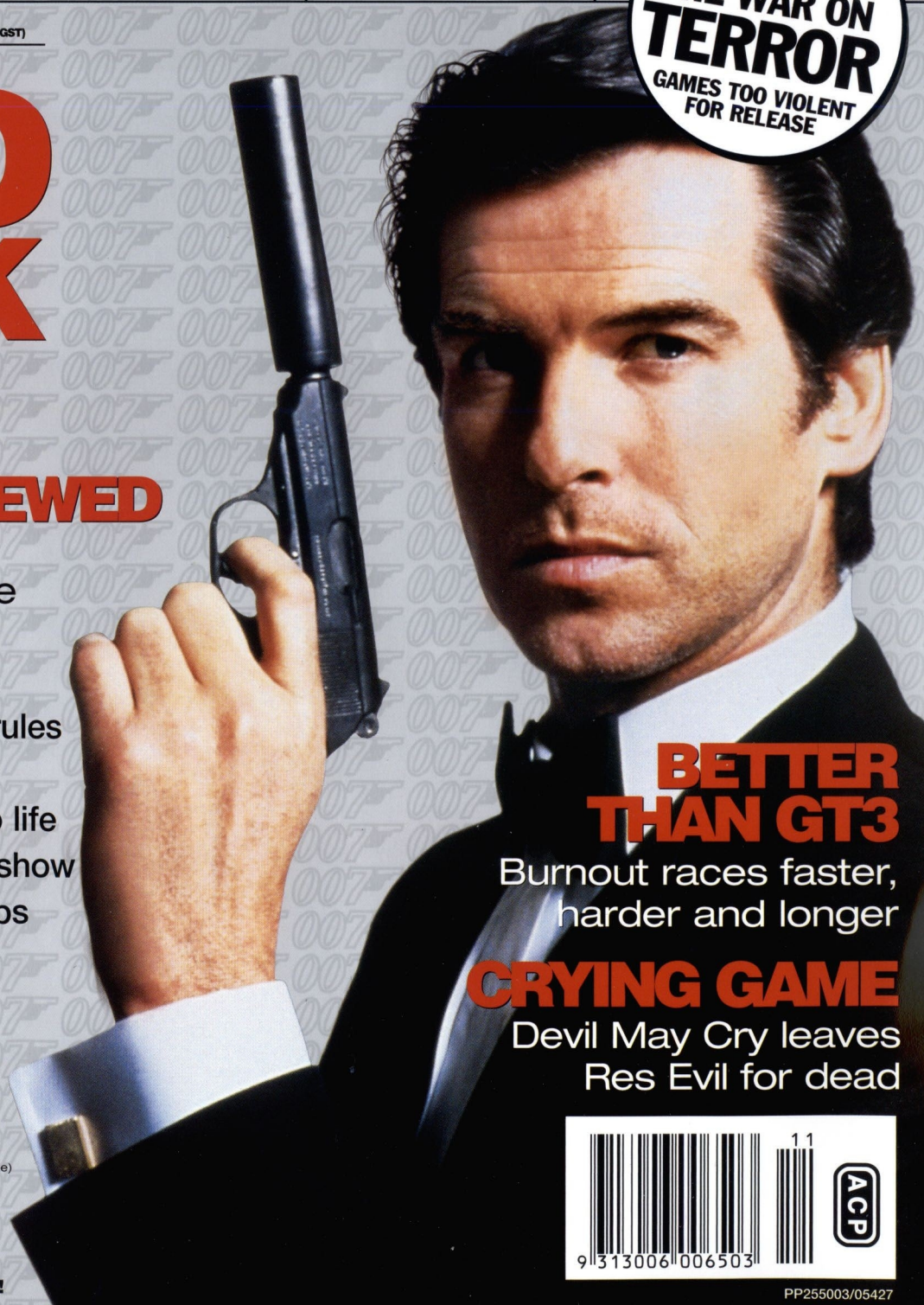
INCLUDING:

- Mmm ... the Simpsons game rules
- Crash has a bash on PS2
- Half-Life will leave you with no life
- Grand Theft Auto 3 steals the show
- 8 pages of PS2 and PSone™ tips

FREE EXCLUSIVE PLAYSTATION®2 DEMOS



- Time Crisis 2 (Playable)
- NBA Street (Playable)
- Klonoa 2 (Playable)
- Rayman M (Playable)
- Silent Scope 2 (Playable)
- MX 2002 (Playable)
- Driven (Playable)
- And many more...



BETTER THAN GT3

Burnout races faster, harder and longer

CRYING GAME

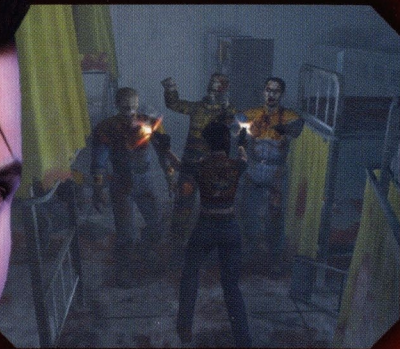
Devil May Cry leaves Res Evil for dead



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FULL-FRONTAL FEAR.



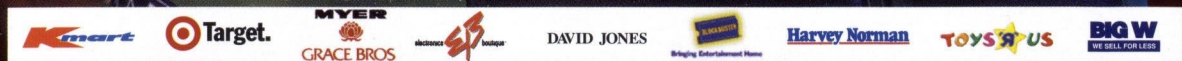
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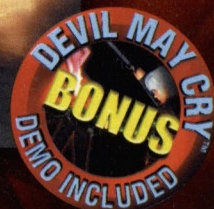


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RESIDENT EVIL CODE:Veronica X

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PlayStation®2

PLAYSTATION® MAGAZINE: NOVEMBER 2001

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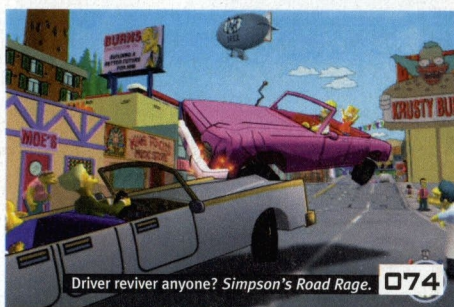
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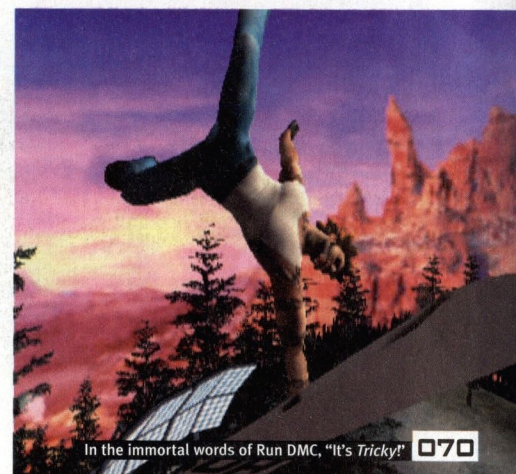
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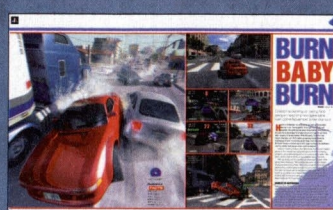
OFFICIAL® PLAYSTATION MAGAZINE: GAMES, FILMS, MUSIC, LIFE...



The games delayed due to the war on terror.



Stay in touch with PSM's thorough reviews!



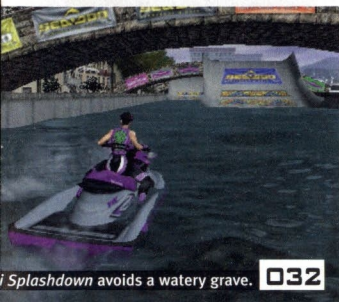
Burnout, one of the fastest racers we've seen.



How will Crash handle life on PS2?



Get crazy with *Burnout's* speed! **064**



Splashdown avoids a watery grave. **032**

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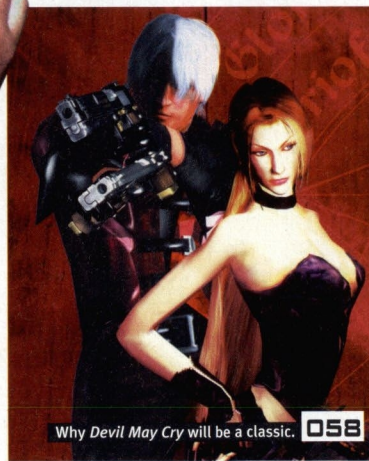
Explore your dark side in *Grand Theft Auto 3*. **022**



Like this action? Check out our *Agent Under Fire* feature! **052**



Wicked goodies for PSM readers! **081**



Why *Devil May Cry* will be a classic. **058**

FREE EXCLUSIVE PLAYSTATION 2 DEMOS

PlayStation 2

7 PLAYABLE PS2 DEMOS



Time Crisis 2™

PLAYABLE

Trigger-happy fans will have a blast with the first lightgun game on PS2.



NBA Street™

PLAYABLE

Slam dunk your way to victory in the funky basketball game on PS2.



MX 2002™

PLAYABLE

You'll be kissing the dirt if you don't pull off the jumps in this motocross sim.



Klonoa 2: Lunatea's Veil™

PLAYABLE

Help our floppy-eared hero conquer evil in the foreign world of Lunatea.



Rayman M™

PLAYABLE

Multiplayer mayhem as you battle it out to be the last player standing.



Silent Scope 2™

PLAYABLE

The pressure is on as you take out adversaries in a set time limit.



Driven™

PLAYABLE

Based on the Sylvester Stallone movie – but don't expect *GT3* handling.



Burnout™

VIDEO

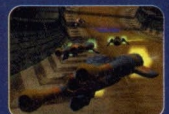
The sensation of speed in this title has to be seen to be believed. Lucky for PSM's video!



Wipeout Fusion™

VIDEO

Wipeout has always been about adrenaline and style and now it's even better!



WRC™

VIDEO

The best looking rally sim to date with extremely impressive car and track detail.



See page **078** for full details and playing instructions



Everything you need to conquer *Onimusha*...



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Editorial November

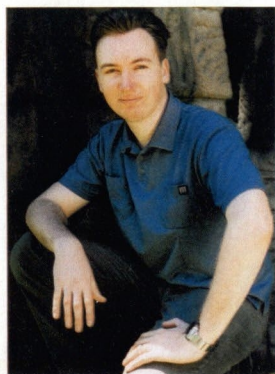
In the lead-up to Christmas, November is a huge month for releases, including the first lightgun game for PS2 and the first game to receive a score of 10 out of 10! It's also set to go down as the greatest month yet for PlayStation2 with the recent price drop to \$499.95. The next generation machine has been flying off the shelves faster than the hotted-up *Gran Turismo 3* car you spent the last month unlocking.

The titles that are backing up this cheaper new wonder machine are so good they'll make you cry. The three potential games of the year – *James Bond – Agent Under Fire*, *Devil May Cry* and *Burnout* – all offer the sort of gameplay that grabs you by the collar, gives you a good shake and makes you realise just how good gaming can be.

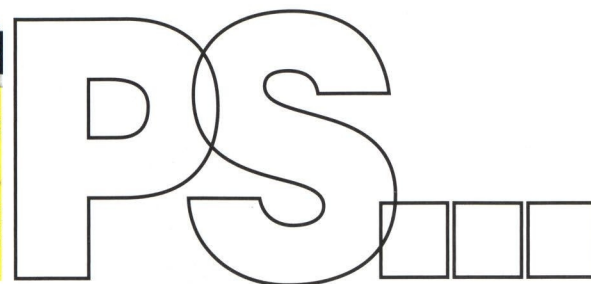
Suave superspy James Bond heads up our gaming smorgasbord this month with a brand new adventure. Not being based on any of the Bond movies has given the game's creator the ability to go wild and deliver over-the-top scenarios and action scenes.

Devil May Cry is the new project from the boys behind the *Resident Evil* games, but it's much faster, bigger, longer, more stylish and just plain cooler than anything you've seen, including the killer *Res Evil* titles.

Last, but hardly not the least, is *Burnout*. With more speed than *GT3* and more traffic than *Crazy Taxi*, this game is the most intense and thrilling racing game ever created.



Narayan Pattison
Editor



Got something on your mind? Whether you have a query or you just want to say g'day, write to us!

Send your thoughts to:

PS..., Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028.

Or e-mail playstation@apc.com.au

Console gaming is coming of age

With the average age of console buyers increasing, it is hard to say that playing games can still be classified as "childish". A lot of the games that hit the shelves are of a moderate to high difficulty level. I have noticed this even more so with PlayStation2 games than with previous consoles.

Take *Gran Turismo 3: A-spec*. I have played this game for weeks and weeks and although to a certain degree you can set the difficulty level yourself (by upgrading your car to make it superior to the other vehicles), it can still be a difficult game to master.

Due to the complexity and addictiveness that the PlayStation2 games have to offer, my interest in gaming has expanded. I have found myself reading more about what goes on in the industry, what games are due for release, and the lengths developers are willing to go to to get the most out of a game.

But what age bracket are developers aiming for? You have to argue that with the power of the consoles increasing, developers are able to include better AI to increase a game's difficulty. I doubt if the likes of *Metal Gear Solid 2: Sons Of Liberty*, *Devil May Cry* and *Silent Hill 2* would be of a level, or even have content, appropriate for younger players.

The cost of consoles and

games is another aspect.

Seven hundred dollars isn't cheap and although I think that shelling out \$80-\$90 for a quality game is reasonable, I doubt many young teenagers purchase the games.

So the next time someone tells you that computer games are childish, hand them a PS2 joypad, sit back and enjoy watching them struggle.

Darren Watts, via e-mail

We agree, Darren. Both the pricing and content of console gaming has elevated past being an activity solely for the younger generation. It's important that developers continue to cater to as wide an audience as possible. For every *Metal Gear Solid 2* or *Devil May Cry* there needs to be a *Sheep*, *Dog 'N' Wolf* or *Wacky Races* to ensure interest levels are maintained.

The beauty of the current situation is that console gaming, and indeed gaming in general (no matter what the platform or format), can no longer be regarded as a marginal activity but as an everyday leisure activity much like sports, going to the movies or any other casual pastime.

What about PSone?

Love the layout, except for one thing – there's too much PlayStation2 content!

I know that PlayStation2 is the next generation console, but do you need to put it on every single page? You are depriving PSone owners of

ON THE SIDE

One of my friends who is planning to purchase the Xbox has told me that it can play PlayStation2 games. Is this true?

Ollie Anonymous, via e-mail

Your friend is having a lend of you, Ollie. Cross compatibility between the Xbox and the PlayStation2 is likely to remain a pipe dream, as it wouldn't make financial sense for Microsoft or Sony.

Will there be an AFL 2001/2002 game on PS2?

Chris, via e-mail

Check the news pages for more information on how the AFL licence has been taken over by Acclaim. It intends to spend in the vicinity of \$4 million developing both AFL management and sporting simulations in the next few years. Acclaim has signed up Essendon coach Kevin Sheedy, who missed out on the 2001 premiership after losing to the Brisbane Lions.



LINKS >>

Reviews: The latest PS2 and PSone games tested by the PSM team. **012**

Agent Under Fire: PSM shines the spotlight onto the latest 007 title. **052**

Joypad: Cheats, part one of our *Onimusha* guide, DVDs, music and more. **077**



ON THE SIDE

I am so glad that the PS2's price has dropped down to \$500, but unfortunately none of the accessories have, namely the memory card, which is still \$70. Why is this?

Ina Bakker, via e-mail

Sony's official position has been that as soon as it was financially possible to lower the price of the console, it did so. Items such as memory cards and controllers have traditionally been quite resilient in their price point, as unlike the console, they are the items that represent a profit-making opportunity for the company, which in turn ensures that development of new technologies and consoles remains possible.



» getting the information on games that they used to get when PSone had its own magazine!

Jeff, Qld

You raise a good point Jeff, but the sad reality is that the PSone is nearing the end of its days.

There is still going to be the odd fantastic release popping up as time marches on (*The Italian Job* reviewed on page 26 is a good example), but the PSone's declining level of support from developers means it's a much more appropriate option to cover both consoles in the one magazine.

PSM remains dedicated to providing as much information as possible on both consoles, and you can be sure that PSone games still being made will receive coverage in this magazine, along with detailed coverage of its more powerful sibling, the PlayStation2.

Final fantasising

I do not own a PS2 yet, as its price is still out of reach for me – but I have been entering every competition that has a PS2 as a prize!

I have seen your *Final Fantasy X* preview and also picked up some *FFX* posters at Comicfest 2001 – I will definitely need to buy a PS2 by the time *Final Fantasy X* is released in Australia. I already have *VII*, *VIII* and *IX* on PSone and they are all great, so now I am eagerly awaiting *FFX*. I

also like the *Gran Turismo* series but my favourite gaming genre is definitely RPGs.

Adam Kendrick, NSW

Final Fantasy fans should be pleased to hear Contributing Editor Jason Hill is compiling a *Final Fantasy X* feature that will appear in December's *PSM*. We will also be talking to Square's Executive Producer Sakaguchi-san about the *Final Fantasy* series, *Vagrant Story* and the recent *Final Fantasy: The Spirits Within* movie.

Online optimism

I keep reading about the PS2's eventual online capability. Exactly what can we expect from console gaming online? What games are going to be online compatible?

Tricia, NZ

Online gaming has transformed the PC from being a slightly stodgy gaming platform into something with appeal for all ages. The ability to play against friends and strangers, if it is properly supported by Sony, will revolutionise the online console scene.

Tony Hawk 3 and *Final Fantasy XI* are examples of online compatible PlayStation2 games that we can expect to see. Imagine adventuring or having half-pipe sessions with people from around the country! *PSM* can't wait to face-off against our readers online!



LETTER OF THE MONTH

Terrorism and gaming

What is going to happen to the gaming industry over the next few months due to the shocking terrorist attacks on New York and Washington? I understand that it is of minor concern at the moment, as the entire world comes to terms with what has happened, but as time passes by, we are beginning to realise that the attack on America is effecting just about everything in our lives, including the innocent PS2.

I've heard that some of the PS2's most eagerly awaited games are being postponed or even cancelled. Will these delays affect Australia and other PAL territories or will America be the only country to suffer the delays? Surely this will severely affect the PS2 industry? What do you think will happen?

Mark Richardson, Qld

You're correct in assuming that the games industry, alongside most others, will be affected by the tragic events that have been taking place abroad. Focus should remain on the greater tragedies, but gamers can still expect more groundbreaking games and new experiences from future titles. Innovation in game play is arguably the most important gaming aspect and this will continue to forge ahead. Check out *PSM*'s 'Big Picture' report on page 10.



Each Letter Of The Month winner receives two DVD movies, courtesy of Columbia TriStar.



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BEHIND THE SCENES

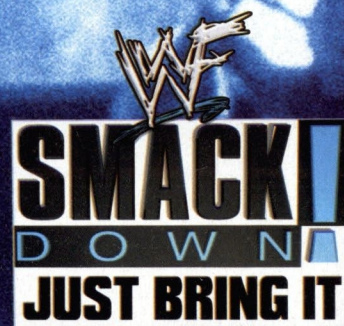
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Listen up. You may think you **KNOW** attitude, you may think you **GOT** attitude but if you ain't got a PlayStation 2 then you better think again. **WF SmackDown! Just Bring It** is available **ONLY** on the PlayStation 2 because nothing else can hold the sheer power of the World Wrestling Federation as up to 9 Superstars fight at once in 78 match types with the all-new commentary system hyping the crowd. Understand? Good. Then get a PlayStation 2 and **WF Smackdown! Just Bring It** or we'll be the ones delivering attitude to your candy ass.

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END OF INNOCENCE?

Recent tragic global events have had wide-ranging repercussions for many. Games companies are amongst those affected.

The recent terrorist events in the States have had an unprecedented effect the world over. People's lives have been changed forever, the stock market reeled as financial uncertainty reigned, and the conflict that has ensued has dominated news headlines the world over.

The horror of recent events is overwhelming and the tragedy utterly devastating. Talking of gaming and entertainment in the context of such events seems almost trivial and irrelevant, but some thought provoking outcomes are occurring.

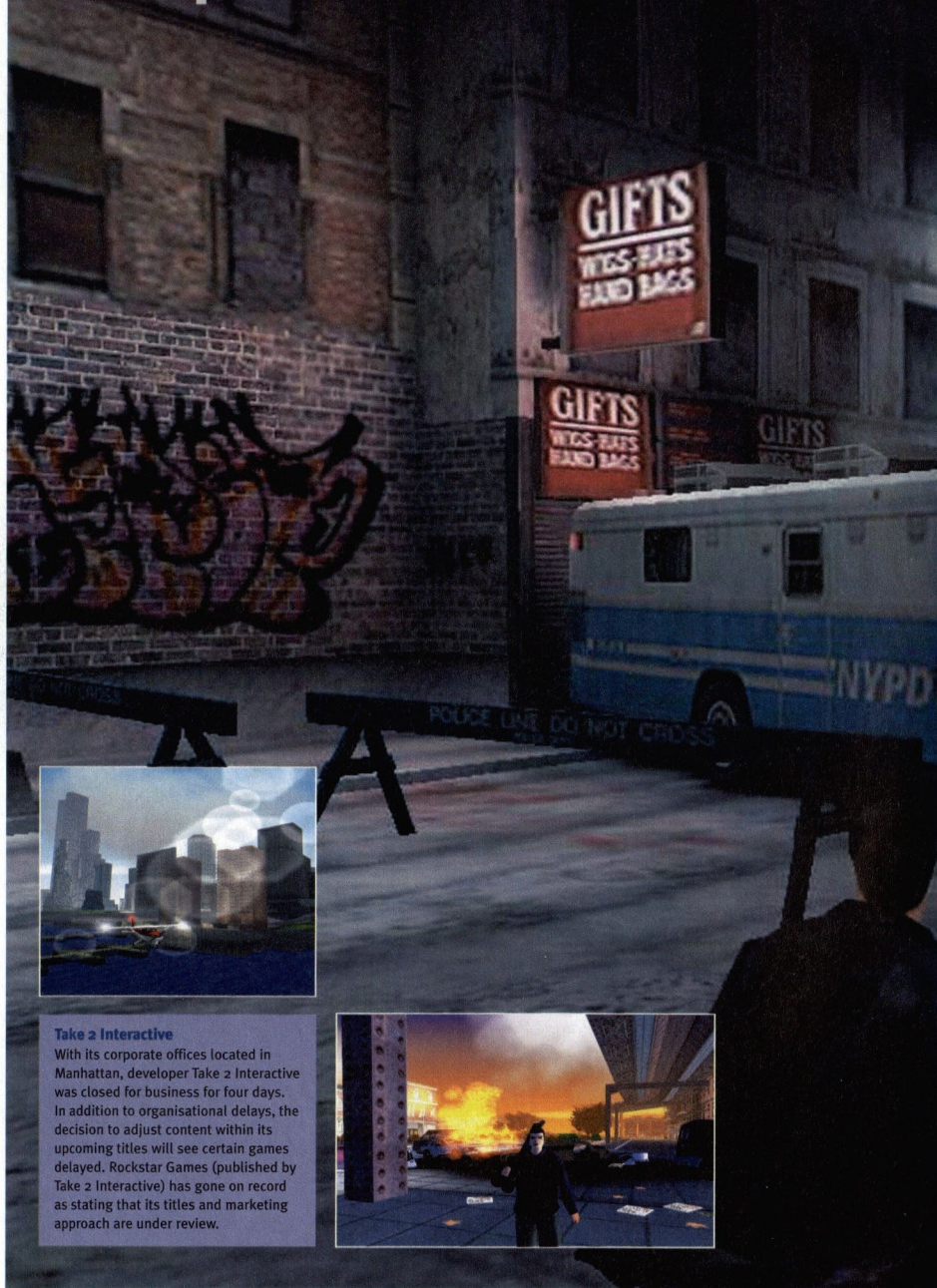
Since the events of September 11 there has been a steadily growing list of games being either postponed, development cancelled, or even games being taken off shelves. The reasons vary – the subject matter may be deemed offensive or in poor taste after recent events, the publisher may have elected to immediately change its direction, or any other number of viable reasons. Take for example Acclaim Entertainment. The New York-based software giant released a statement claiming that it will be devoting more focus to sports-based titles as a result of the terrorist attack. It has suspended development of two unnamed titles "because of the content", and on a broader basis is "re-evaluating the content of our production". This shift in emphasis can already be seen, Acclaim making moves locally and abroad to challenge EA and Activision's near stranglehold on the sports market.

Similar effects are being felt by the film and music industry too. The Schwarzenegger vehicle *Collateral Damage*, which depicts Arnie hunting down terrorists who blow up a skyscraper and kill his family, has been delayed until next year. Some productions have been halted indefinitely. Bruce Willis recently announced his days as an action hero are over.

The movie industry, like the games industry, faces a sobering period where scrutiny over released material will be more intense than ever. One thing is sure, since September 11, both interactive and non-interactive entertainment landscapes, like so many others, have been irrevocably changed.



"...there has been a growing list of games being either **postponed [or] development cancelled**"



Take 2 Interactive

With its corporate offices located in Manhattan, developer Take 2 Interactive was closed for business for four days. In addition to organisational delays, the decision to adjust content within its upcoming titles will see certain games delayed. Rockstar Games (published by Take 2 Interactive) has gone on record as stating that its titles and marketing approach are under review.



Twisted Metal Black

Some confusion arose as to whether this title would end up being sold outside the US at all after the events of September 11 (it was already on store shelves in the US). At present, Sony Australia is delaying its release and will make a final decision in the new year.



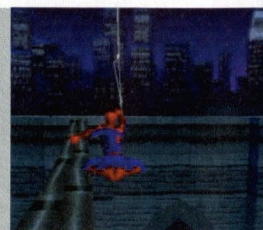
Grand Theft Auto 3

Set in New York City, certain references have been removed from *GTA3* since the attack on the US. The late changes only delayed the title by a fortnight or so, causing minimal disruption to the game's release date. Check out our review of this excellent title on page 22.

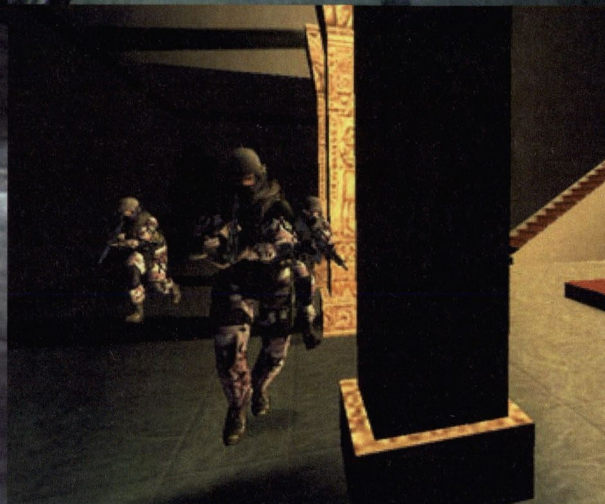
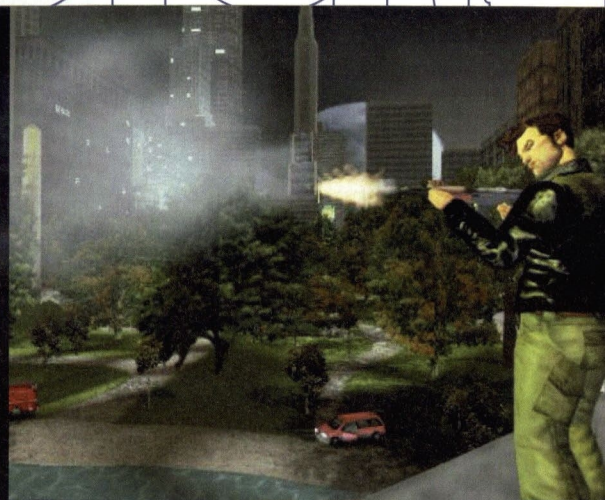


Spider-Man 2

This title's release date has been delayed due to content being altered within the game: "While the buildings in *Spider-Man 2* do not collapse or explode, Activision is being extremely cautious about any images in our game that might be mistaken for the Twin Towers."



THE BIG PICTURE



Metal Gear Solid 2: Sons of Liberty

MGS'2 release date has not been delayed and is still due to be launched in Australia and New Zealand early next year. However, visual elements that depict the World Trade Center in New York will be removed to prevent any unforeseen distress occurring.



Smuggler's Run 2

The release date of this sequel has been delayed indefinitely due to almost half of the game being set in Afghanistan. The game's developer, Take 2 Interactive, is changing the location and altering any distinguishing landmarks that depict that country.



Tom Clancy's Rainbow Six: Rogue Spear

Red Storm Entertainment has delayed the release of its *Rainbow Six* instalment on PS2 until further notice. The developer is modifying the game content "to avoid stirring emotions unnecessarily and unwillingly offending the public".





reviews

Since the price cut, PS2 machines and games have sold like hotcakes. *PSM* reviews are here to help you pick the winners.



Victorious Boxers



Project Eden



Klonoa 2: Lunatea's Veil



Time Crisis 2	014	Spyhunter	034
Half-Life	018	Motor Mayhem	035
Project Eden	020	Thunderhawk: Operation Phoenix	035
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Atari Splashdown	032	Magical Drop III (PSone)	038
Alone In The Dark	033	Toonenstein: Dare To Scare (PSone)	038
Age Of Empires II	033		

Understanding the PSM review format

At *PSM* we understand perfectly well how important it is for our readers to buy only the right games for their tastes. A great game can offer months of entertainment – which is much better value than blowing \$100 on a Friday-night pub session. On the other hand, purchasing a lame game means buying a very expensive frisbee and enduring much frustration before you hurl the disc out the nearest window.

Reading through *PSM*'s reviews before you part with your cash will

save you from suffering the latter fate. Our reviewers have been playing games since they were old enough to hold a control pad. They can sniff the stench of a dodgy game before they've opened the box and the entire team will always be found huddling around the TV whenever a great game comes in.

Every review is packed full of the honest opinions of expert gamers and is accompanied by easy to understand graphs and icons to give you the important info at a glance.



This graph provides all the information you need about the game's difficulty over a four-week period. Inexperienced players should be wary of games with too high a difficulty level.



No matter how much fun a game is, you don't want something that loses its appeal after one day. Use this graph to determine how well a game will hold your interest over a month.



More games than we'd care to count pass through our office during the course of an issue, but only one earns the honour of this award. If you see this stamp, you can be sure it's a must-have game.



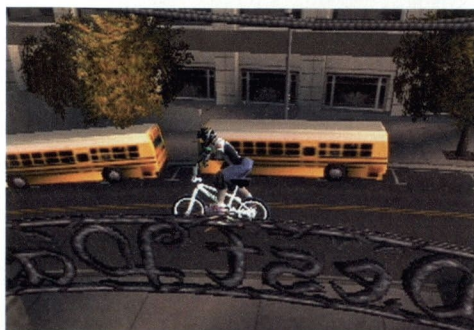
The *PSM* review treatment is a gruelling process for any game to endure. Most titles don't make the grade but the cream of the crop are rewarded with our recommendation.



PSM RATINGS

- | | |
|--|---|
| <p>10 Full marks are only awarded for games that are near-perfect. A must-buy.</p> <p>9 Highly recommended: this is a superb game which will provide weeks of gaming bliss.</p> <p>8 A great game with plenty of thoroughly enjoyable features, well worth considering.</p> <p>7 A good game, but one that suffers from minor flaws and leaves us with doubts.</p> <p>6 A distinctly average effort, not recommended unless you're desperate for the genre.</p> | <p>5 The wrong side of average. You'd be wise to avoid investing time in this game.</p> <p>4 Starting to stray into very dodgy territory. Major gameplay flaws lurk inside.</p> <p>3 Something has gone badly wrong here. You'll find more gameplay in a music CD.</p> <p>2 Absolute rubbish. An inept, pointless game that shouldn't be allowed near your machine.</p> <p>1 Mind-numbingly bad. Take the CD out of the case and use it as a drinks coaster.</p> |
|--|---|

23 GAMES REVIEWED THIS MONTH!



Dave Mirra Freestyle BMX 2



Time Crisis 2



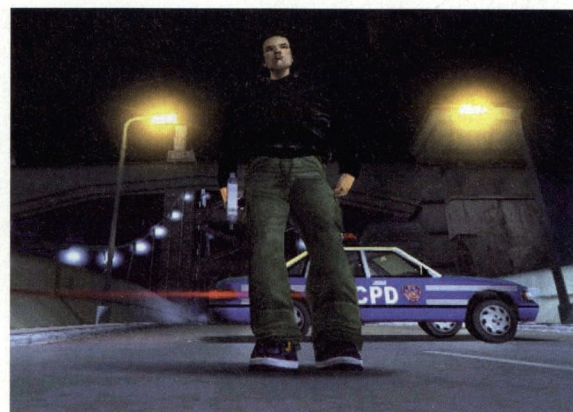
Half-Life

Game of the Month

GRAND THEFT AUTO 3

"GTA3 gives us the best glimpse of the future of gaming **thus far and for that scores** full marks..."

022



The Panel

The games we're looking forward to most this summer.



Narayan Pattison

Hot summer game(s)
Burnout, *Devil May Cry*
Burnout is looking like phenomenal racing fun, and *Devil May Cry*'s gameplay and graphics are to die for.



Richie Young

Hot summer game
ISS Pro Evolution
Easily one of the most eagerly anticipated titles here at PSM Towers. Summer this year means sun, surf and *ISS*!



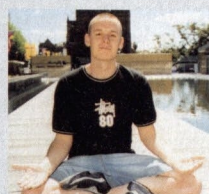
Jason Hill

Hot summer game
Jak and Daxter
It's too early yet to see if *Jak and Daxter* has the legs to emulate *Crash* or *Mario*, but things are looking promising.



Fiona Tomarchio

Hot summer game
PaRappa The Rapper 2
The best musical party game on PSOne has been updated and is sure to be a madcap giggling romp.



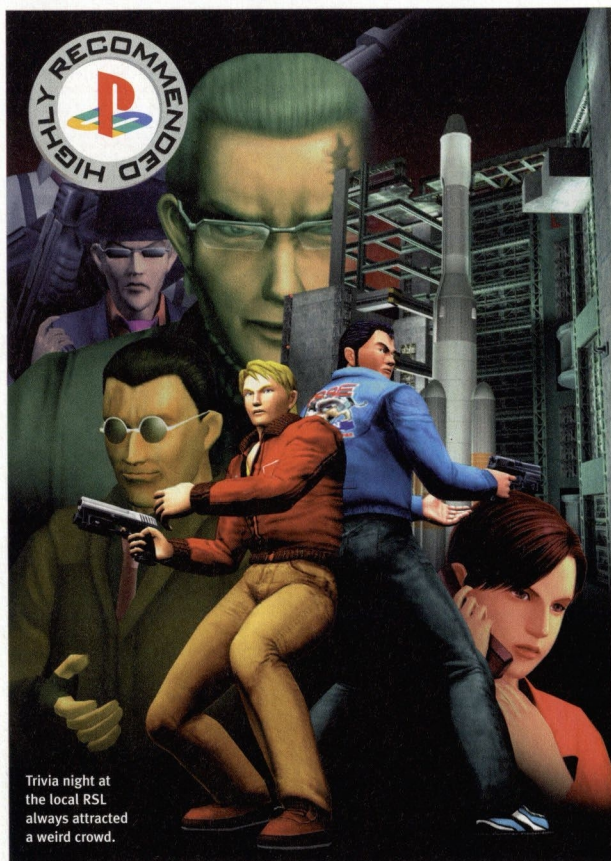
Justin Kranzl

Hot summer game
Tony Hawk's Pro Skater 3
A predictable choice, but Hawk's PS2 debut and the promise of online play is going to redefine PS2 sports gaming.

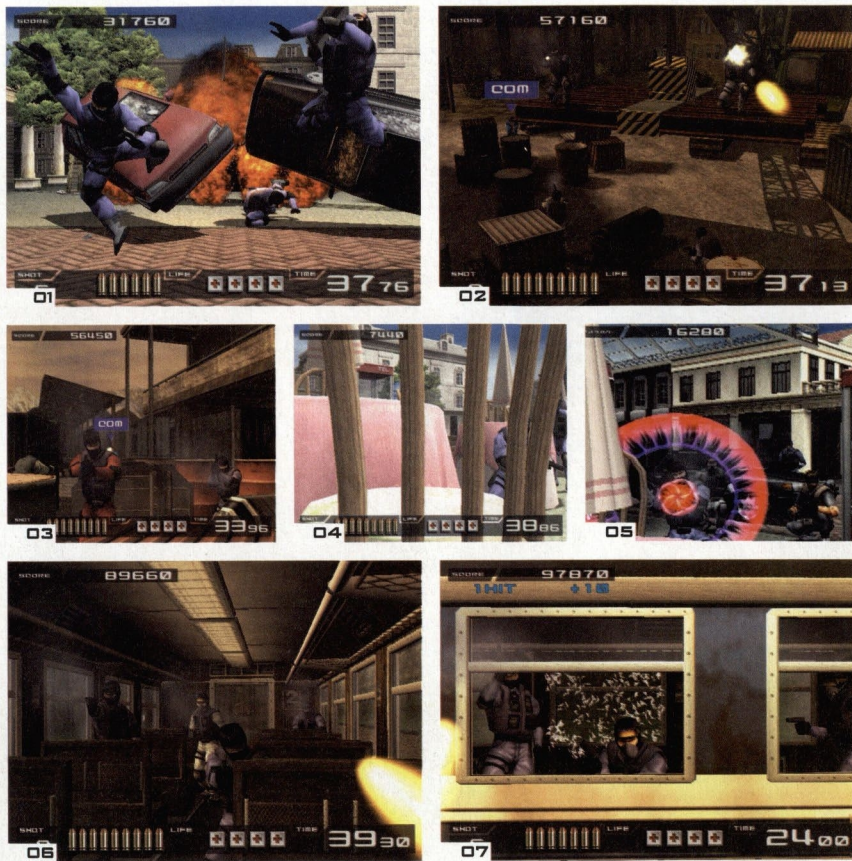


Mike Wilcox

Hot summer game
Silent Hill 2
The lights will be off and the sound up loud. Can someone just make sure the hallway light is left on for me?



Trivia night at the local RSL always attracted a weird crowd.

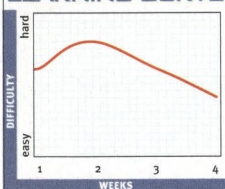


INSTANT EXPERT

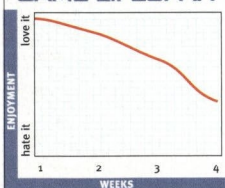
Background: *Time Crisis 2* made its arcade debut in 1998 where its 'ducking' foot pedal added to its curiosity value. *TC2*'s visuals in particular have been vamped up for its PS2 launch.

Makers: Namco doesn't take too many wrong steps with its console conversions, always seeming to add a wealth of extra material for arcade's younger siblings. **Also Know This:** PSone upgraders rejoice, your old G-Con works with *TC2*.

LEARNING CURVE



GAME LIFESPAN



TIME CRISIS 2

Oil up your lethal weapon. *Time Crisis 2* has hit the PlayStation2, and the only thing that's missing is Danny Glover.

Gun games are the bimbos of console gaming. They look great, but they're inevitably shallow and lacking in any long term interest factor. Once you have played through them, you rarely want to rehash. Seeing as the action is 'on rails', you don't really influence the narrative much more than the fact that if you die, the narrative ends. The good news is that *TCII* looks good enough to make you want to play this one all the way through. The better news is that after you've played it all the way through, the fun has only just begun!

After you have given the 'save-the-world-from-insane-maniac-wanting-to-control-the-world-via-nuclear-satellites' plot the minimal attention it deserves and jumped into the game proper, you will be smiling. PS2 owners have a right to

expect that a game of this type should look absolutely gorgeous, and it's a very harsh critic that would claim *TC2* doesn't fit the bill. It's poetry in motion. Visuals so sharp they could slice bread vie with super smooth camera panning and scrolling, ensuring the only time the action gets out of hand is when the quality of your play falters. Massive objects move around and across the screen area without slowdown, and effects, although somewhat repetitious (there're only so many ways a rocket can explode) are colourful and satisfying.

As the game progresses there

isn't any let up either – you'll traverse city streets and alleys, hit the waterways, push through forests, and battle aboard trains, helicopters, boats and more in your pursuit of the bad guys.

The play itself is 'point and shoot' with one nice little addition – instead of employing the time honoured 'player has a limited amount of time to shoot bad guy before they get hit' formula, *TC2* allows you to evade fire. Not only does this allow you to take a breather in battle, it also means you get into the action that little bit more as you duck aside just as a rocket screams overhead, or as

"It's poetry in motion. **Visuals so sharp they could slice bread** vie with super smooth camera **panning and scrolling...**"

PlayStation2 FACTS

Genre: Arcade action
On sale: Now
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Namco
Made in: Japan
Distributor: Sony

01. No, not even an ounce of slowdown.
02-03. The need for teamwork adds to the game's intensity factor.
04. Taking cover in the heat of fire.
05. Duck. Now.
06-07. 'Playing on rails', *TCII*-style. After this stage, you battle on the train's roof.



ON THE DISC



"Don't worry Ted, he'll pay for giving you that '80s haircut."



Bill's poor taste in shoes stymied a promising career in law enforcement.



DUAL SHOCK OR TWO SMOKING BARRELS?

Everyone knows that using a standard controller on a gun game is about as fun as root canal work. Games like *Time Crisis 2* need a gun, pure and simple. Owners of an original G-Con will be happy to hear that *TC2* is fully compatible. Upgraders will be pleased also – the G-Con 2 fits best in an adult's hand, and its deep blue colouring and styling sits in the middle ground between garish toy and lifelike replica.

Once you have given suitable thought to your seating and orientation, calibration of the gun is a breeze. It's a shame there is no force feedback functionality, although the extra weight would make it a mission to play extended periods with it activated.

The *Time Crisis 2* G-Con 2 bundle is \$129.95 (NZ\$149.95).

'If you're beating down your share of baddies, you can then also take down [your partner's] share to boot...'

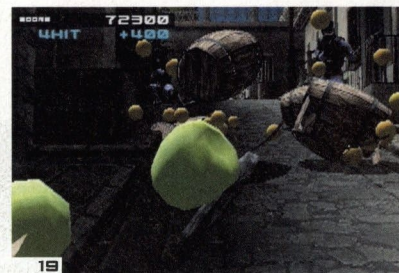
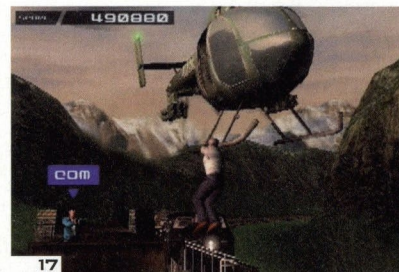
some knife wielding maniac suddenly pops up into your field of vision. Don't think you can sit out the entire thing, however – there's a strict time limit applied that spells curtains for those who would coast.

The innovations don't stop there – the addition of your partner helps no end with the gameplay. If you're beating down your share of baddies, you can then also take down theirs in the crossfire. It's scripted action, but still a nice touch. The different 'paths' the partners take makes for some varied gameplay too, even if the action in Arcade mode is over all too quickly.

This all sounds great for solo play, but multiplayer fans fear not – *TC2* has heaps of extra games (see "Nobody does extras like Namco"). i.Link fans are catered for to. Lug out an extra TV and PS2 and two players can blast it out without any split screen shenanigans. >>



08. Barring boss characters, don't expect much diversity in enemy ranks.
09. *TCIII*: *Attack of the Green LCD Digits*.
10. The first vehicle to give you stress in *TCII* is this predictable and easy to waste tank...
11. ...but its big sister helicopter at the end of the train stage is a lot harder to dispatch.



NOBODY DOES EXTRAS LIKE NAMCO!

TC2 doesn't settle for handing you an arcade game plain and simple. No, sir. In true Namco tradition you'll find yourself spending just as much time on the kooky mini games and extras provided. After the main showdown, check the low down:



Shoot Away

A sucky old retro arcade gun game. Once fun in prehistoric arcades, now you'll play it once and forget it exists.



Agent Trainer

Either human or bullseye based target shooting, ranging from stationary to moving targets. A fun challenge that despite its simple nature has a fair bit of legs. Getting perfect scores on any of the target tests takes some doing, let alone a perfect score plus bullseyes across the board. A *PSM* favourite, Agent Trainer is great for getting some

mates around and trying to recreate the 'smiley face target' scene in *Lethal Weapon*.



Double Gun

Double the guns equals double the pain! For those with two G-Con 2 controllers, now you can get hectic John Woo-style. Sadly, holding the gun sideways when shooting doesn't win any extra style (or difficulty) points.



Quick and Crash

Graded speed and aiming skill challenges – beat the standard series to unlock three further test stages.



Crisis Mode

If you thought the bowling game in *Tekken Tag* was cool, wait until you unlock this masterpiece! Available only after finishing Story mode, Crisis mode is an extended series of mission-based challenges. Using the locations from the arcade game, players have to meet a points or kills criteria, usually with restrictions on either bullets, time or both. If you take any damage or kill a civilian, it's game over. With a pile of challenges of graded difficulty, this is simply a magic addition to the game, extending its lifespan significantly.

Bravo Namco!

The best thing about the extra games is that all of them are tied into *TC2*'s comprehensive score and ranking system, which means that bragging rights are up for grabs every time you pick up the controller.

It doesn't take a rocket scientist to realise that Namco's approach to extending the game's lifespan is particularly praiseworthy. With *TC2* it has taken an aging gun game from the arcades, given it a thorough clean up, added some fantastic extra games and playing modes, and come up with a winner. The only thing stopping *TC2* from being the primo, unchallenged, best console lightgun game ever is a lack of diversity in its rogue's gallery. There're only so many balaclava-clad bad guys you can shoot before you get over it. In contrast, by venturing into the realm of horror, *House Of the Dead 2* (Dreamcast) demonstrated a flair for the offbeat, and still holds the edge in both diversity of things to shoot and atmosphere.

Don't let these semantics sway you from the core facts, however – *TC2* is top drawer lightgun action. Fast-paced and a work of art, it's definitely worth a place in any arcade gamer's collection.

Justin Kranz



Verdict: Excellent lightgun game with longer than average longevity.



- 12. Cover your partner!
- 13. "Avon calling".
- 14. Lay down crossfire, but avoid your partner.
- 15. *TC2* lacks variety in its weapons selection.
- 16. Say hi to Marsellus Wallace rip-off no. 282.
- 17-18. Big guns mean big explosions.
- 19. Run! It's the apples of doom!





TO FINISH FIRST,
YOU FIRST HAVE TO **FINISH.**



PARIS-DAKAR RALLY



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PlayStation 2



Half-Life's sci-fi world is a convincing glimpse of the near future.

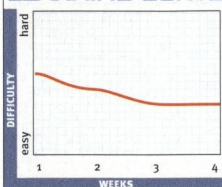


INSTANT EXPERT

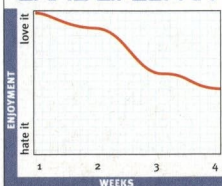
Background: The creator of the original *Half-Life*, Valve, was virtually unknown before it created this smash hit. It is currently working on *Team Fortress 2*, which has been inundated with delays.

Makers: Gearbox is responsible for both the *Opposing Force* and *Blue Shift* *Half-Life* add-ons for PC. **Also Know This:** *Team Fortress* was a *Quake* mod designed by some Aussie designers – Valve employed two of them to work in the US.

LEARNING CURVE



GAME LIFESPAN



HALF-LIFE

The first-person shooter classic that started life on PC brings its charm and some multiplayer extras to PS2.

Your name is Gordon Freeman and it's your first day at work for the enigmatic Black Mesa research facility. Travelling deep into the heart of the complex and entering the centre, you jump into your biohazard suit and on direction from colleagues sprint down to the labs to help with an experiment.

As usual, things go wrong, and apart from a centre wide explosion, strange hostile creatures are appearing throughout the complex. Wearing a protective biohazard suit, only you can thwart the evil forces at hand and save the day.


Half-Life on PS2 contains all the favourable elements that made the PC version a smash. Most notably *Half-Life* features a level of first-person shooter interactivity few other titles on PS2 can match. The game is not about merely running around and shooting everything

that moves – it's also about thinking through puzzles, navigating mazes, killing off huge creatures and interacting with scientists and security guards.

That's not to say there isn't a lot of old-fashioned death and destruction to be done in the game. Players can get their hands on some funky hardware, including a shotgun with the meatiest boom yet on PS2, and a newly designed assault rifle that fires grenades in secondary fire mode. These toys, whilst not being anything mind-blowingly creative, are well-suited to taking on the enemies that range from small crazy chicken-like head crabs to ceiling hangers that use a tentacle to pull up unsuspecting foes to their messy doom.

None of these foes, however, are anywhere near as formidable as the military marines who possess ground-breaking AI. Rather than

just duck and shoot at you, these troops work together as a unit, flanking you and trying to flush you out into the open with grenades.

Indeed, everything about *Half-Life* seems smart, and Gearbox has kept up this standard with the PS2 version, making sure that eradicating these enemies is just as enjoyable on a joystick with the advent of a lock-on feature. By pressing the  button when your target is on an enemy, Gordon locks onto that creature and allows the player to fire at will, as opposed to having to worry about fiddling around with the analogue sticks. This works well overall, although for some reason *PSM* found it harder to lock onto the commandos than the other creatures.

Another controller addition that has helped the transition to PS2 is the auto jump crouch option. Whilst the original *Half-Life*

PlayStation 2 FACTS

Genre: First-person shooter

On sale: Now

Players: Two

Price: \$99.95

NZ price: \$119.95

Made by: Gearbox Software

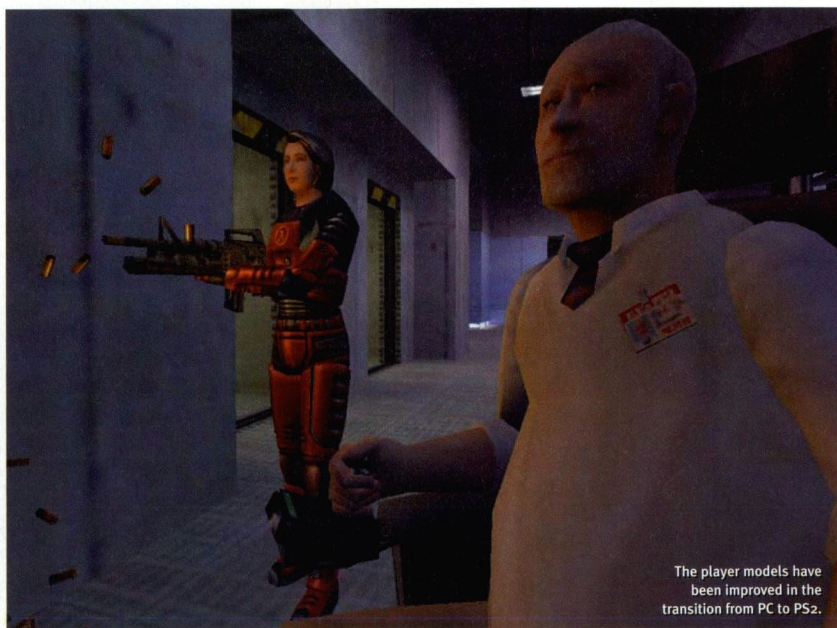
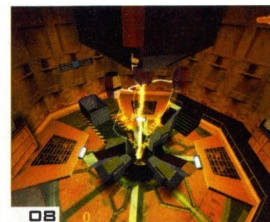
Made in: US

Distributor: Vivendi Universal



01-02. The strength of *Half-Life*'s story outweighs the sheer carnage of its combat.

03-05. Weird mutations are the result of genetic experiments and are a constant theme throughout the game.



The player models have been improved in the transition from PC to PS2.

“Indeed, everything **about Half-Life seems smart and** Gearbox has kept up the standard **with the PS2 version...**”

demanding players to jump and crouch in mid-air to land on objects and manoeuvre through things, an option can be selected when using the Dual Shock2, so you don't need to worry about growing a sixth finger.

So what else has been added to the PS2 version? For a start the game has had some graphical improvements in the areas of texture lighting, weapons and player models, which feature smooth skin and moving lips and

eyebrows. That said, there are a few nasty looking textures and the occasional set of jagged polygons that have managed to sneak their way in from the PC version – a shame, since the PS2 is capable of much higher resolutions.

Gamers who have played through the PC version should be reminded that the PS2 single player version is pretty much a straight port with no dramatic surprises. However, the PS2 version does feature a Decay mode that is

basically a two-player coop mode that divides the game up into smaller missions similar to how the single player mission plays out. This mode runs smoothly enough and is a great option for two people who want to work together through some puzzles, then line up to take down some enemies.

Half-Life also features a head-to-head deathmatch mode, and whilst two-player deathmatch just doesn't cut it anymore, credit goes to Gearbox Software for keeping the option in the game. Don't expect the gameplay to be in a similar vein to *TimeSplitters*. The action tends to bog down, and the visuals certainly take a quality and performance hit when the screen gets split.

Whilst various elements from *Half-Life* have been bettered by the likes of *Deus Ex* (also coming to PS2) the gameplay remains as distinct as ever, and is a highly recommended purchase for gamers after an excellent single player experience.

James Ellis



- 06. Whoa! Look at Gordon's arsenal!
- 07. Best weapon in *Half-Life*? The crowbar.
- 08. An opening sequence isn't the same without a laser.
- 09. Gordon shoots more stuff 'cos he can.
- 10. "Okay, I like how this feels, but do you have it in teal?"

IN THE BEGINNING...

Assaulting the PC market in 1998, *Half-Life* was considered one of the greatest PC games ever created. The gameplay was so addictive, it left gamers with virtually no life.

Graphically, *Half-Life* set new standards on the PC, and from the screenshots on these pages, it's safe to say that the PlayStation2 version goes far beyond expectations.

Fans who played the PC version to death should definitely check out the PS2 adaptation – especially for the overhauled AI and improved weapons system.



Verdict: *Half-Life* is a compulsory playing experience for keen FPS fans.

9

DON'T FORGET...



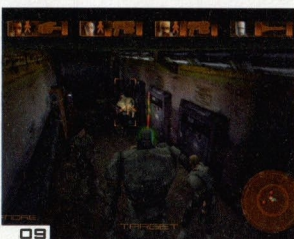
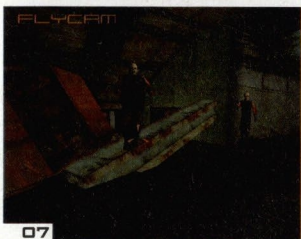
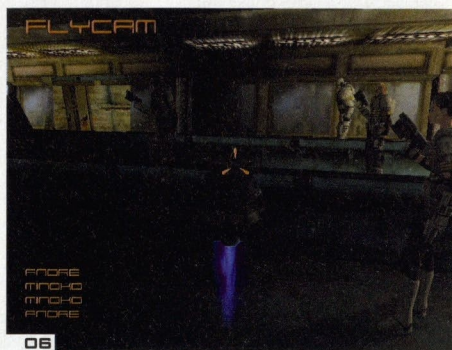
TimeSplitters

Reviewed: Issue #01

Comparison:

The premier multiplayer first-person shooter experience on PS2 still has the edge.

Score: 9



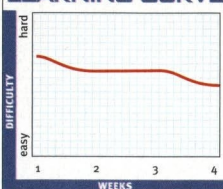
INSTANT EXPERT

Background: In addition to the PS2 version of the game, a PC version has been released. The Dreamcast version was abandoned early on in development.

Makers: Core Design is best known for its succession of *Tomb Raider* titles, which were instrumental in bringing videogaming to the masses.

Also Know This: Core is putting the final touches on *Herdy Gerdy*, a game set to be quite unlike any other, and one PSM can't wait for.

LEARNING CURVE



GAME LIFESPAN



PROJECT EDEN

A Core game without Lara Croft seems akin to Itchy without Scratchy or LA without Lakers. Does it work?

Core Design's less-than-utopian vision of man's destiny isn't especially pleasant, but it sure makes you appreciate living in the 21st century! *Project Eden*, is set in a future where colossal skyscrapers extend several kilometres above the surface of the Earth. Rich kids stay on the opulent and well-lit upper levels, while the less affluent inhabit the dim and polluted lower reaches, prey to all kinds of dodgy types looking for easy money. Similar in concept to your local Westfield shopping centre if you think about it.

Taking control of a posse of UPA agents, you have to take advantage of the individual skills of the team to progress through the 11 vast levels that comprise the city. Each character is controlled from the third-person perspective using the left and right analogue

sticks, and you can instantly switch between the characters using the digital directional pad. An over-the-shoulder viewpoint makes shooting more difficult than it should be, but temporarily switching to the first-person view takes care of that.


In-game AI lacks consistency and your team-mates achieve things you mightn't expect, such as following you through a maze of office cubicles, over fallen mainframes and down into a basement without getting lost or stuck. Sadly, such feats are offset by the fact that they often need to be painstakingly herded past the most basic obstacles.

Your team packs an arsenal of powerful weapons. For those moments when firepower doesn't provide the solution to a problem, some of the ultra cool gadgets at your disposal come in handy.

One of the game's biggest

drawcards is multiplayer support.

Up to three mates can take control of the remaining characters in single player mode and engage in some split-screen cooperative play. Both the visual quality and frame rate drop noticeably in this mode. The game's deathmatch mode, while not up to *TimeSplitters* standard, is a good diversion from puzzle solving.

Project Eden is a game full of conflicting elements. Graphics and audio add to the atmosphere, but sketchy AI snaps you back into the real world. The coop mode has great appeal, but with four players the visuals deteriorate markedly. Each positive seems matched by a negative. A lovely change from 

Brett Robinson



Verdict: Compelling futuristic adventure offering challenging and clever puzzles.

PlayStation 2
FACTS

Genre: Action adventure

On sale: Now

Players: Four

Price: \$99.95

NZ price: \$119.95

Made by: Core Design

Made in: UK

Distributor: OziSoft



01-03. Coop multiplayer is a superior option to the AI.

04. Gadgets allow access to new areas.

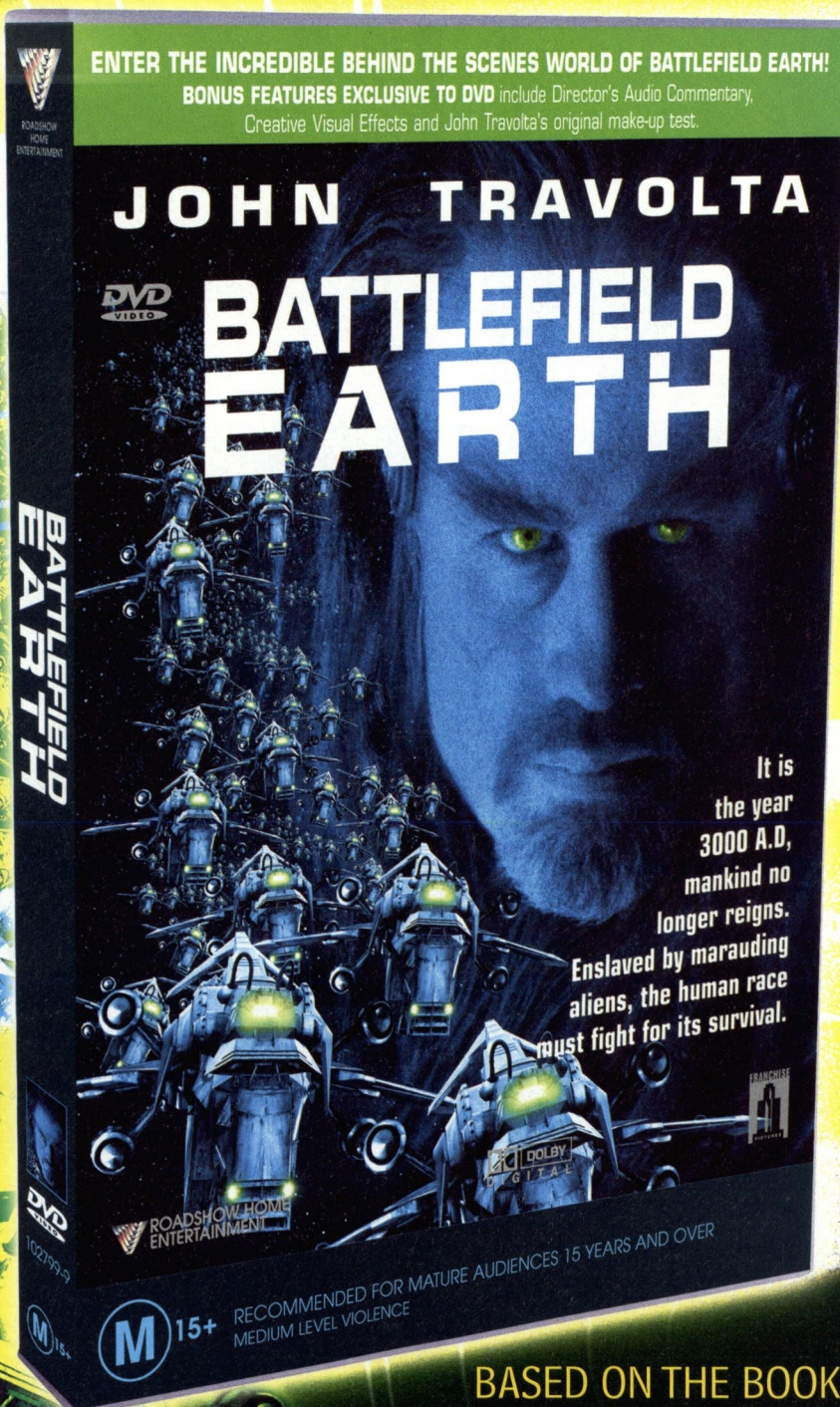
05-09. Combat takes a back seat to puzzle solving, so enjoy it while it lasts.

10. Those player models do look a tad awkward, don't they?

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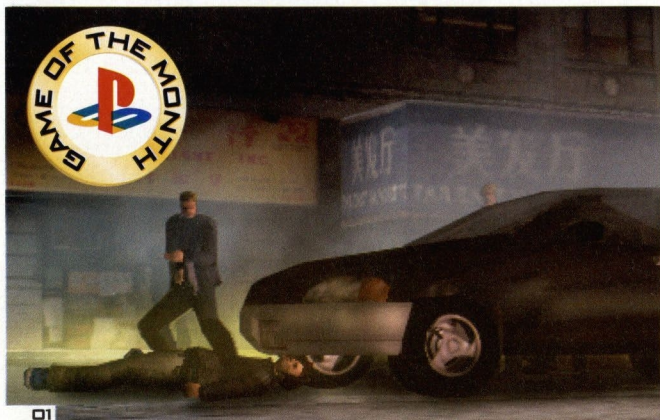


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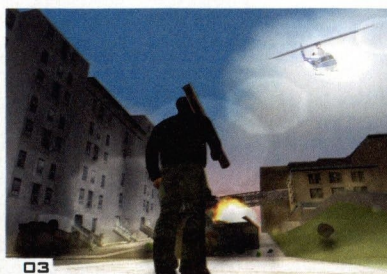
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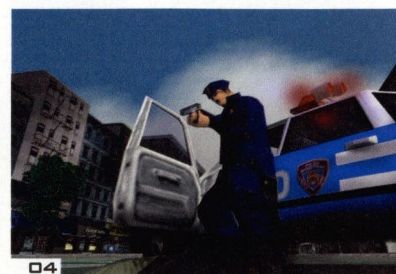
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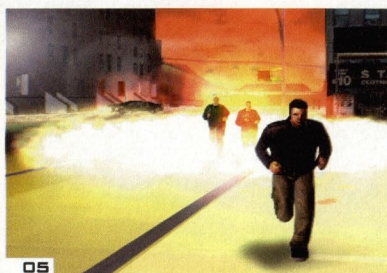
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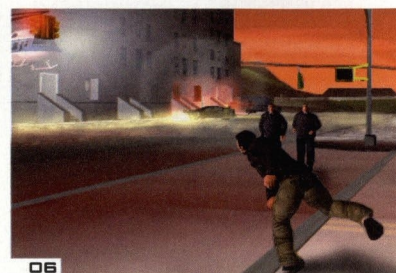
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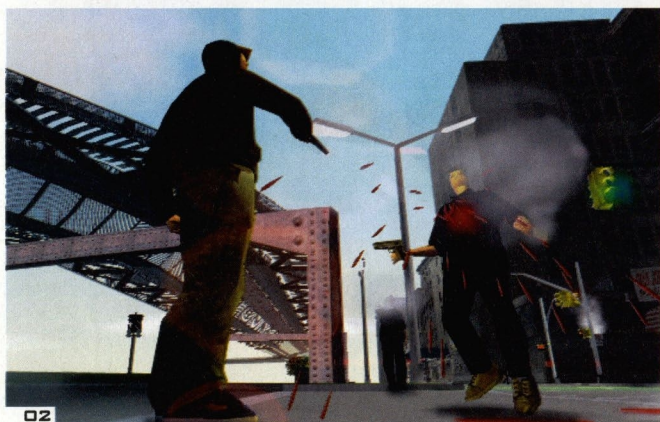
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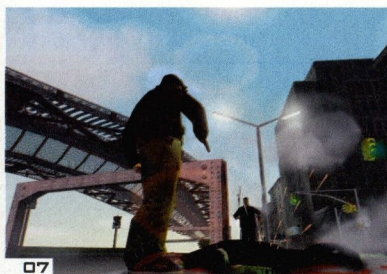
05



06



02



07



08

INSTANT EXPERT

Background: The PSone gave birth to *GTA 1* and *2*. Both games were based on the same premise, but were 2D games played with a 'top-down' perspective.

Makers: DMA Design is based in Scotland. *GTA3*'s content is so convincing that you'd swear it was made in the US.

Also Know This: Due to the terrorist attacks in New York and Washington, several changes were made, including the removal of particular buildings.

GRAND THEFT AUTO 3

Grand Theft Auto has made the leap into the 3D realm and done so with classic style. Welcome to *PSM*'s first 10 out of 10 game.

Here is a game that delivers on every single front and manages to fulfil almost every (macabre and otherwise) fantasy that you may have ever had while wandering the streets.

It's no secret that *GTA3*'s plot has a heavy emphasis on crime, leading you to interact with a whole cast of shady blokes about town. This intricate network of underworld figures lays the foundation for every detail that comes to light as your odyssey progresses. You're no saint either – you're part of that underworld!

Clearly, the characters' dialogue and the content pertaining to drugs, murder and prostitution are aimed at the 15-plus audience. No politically correct stone has been left

turned. Thankfully, rather than relying on gratuitous scenes and controversy to sell the game, DMA Design has adopted a style of presentation that distinguishes the game's sordid acts from the brutality of reality. As it managed with the two previous *GTA* games, there is a subtly dark humour feel that resonates throughout the game.

After being let loose in fictitious Liberty City, you're hit with many impressions. The sheer size of the place is mind-blowing, the visual detail competes with anything yet released, and best of all – you can make your character do ANYTHING!

An impressive level of attention to detail sees planes flying in the sky, cracks in the pavement and realistic traffic behaviour.

It is these aspects that makes *GTA3* really shine. Simple actions like running are a key transition to the real meat of the game, allowing you to steal any of the cars, buses or trucks to complete 'jobs' for the heavies in town. All this, and set in a fully 3D polygonal world. It must be played for true appreciation.

Like any rookie thug, you'll want to make money fast and earn some recognition for your abilities. The reward system is appropriate and encouraging. Apart from cash incentives (bonuses are even available for insane driving or mass damage inflicted!), you become more 'wanted' on police lists; as you near completion of the game you'll have entire SWAT teams joining the chase to earn your prized scalp.

PlayStation 2 FACTS

Genre: Driving adventure
On sale: November 30
Players: One
Price: \$99.95
NZ price: \$119.95
Made by: DMA Design
Made in: Scotland
Distributor: JOAG

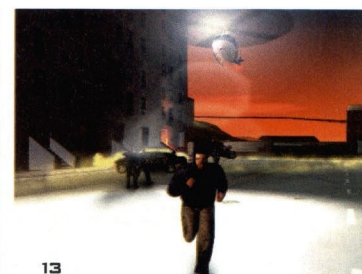
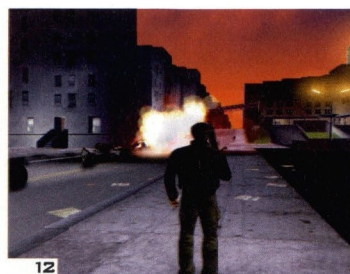
LEARNING CURVE



GAME LIFESPAN



01-05. *GTA3* lets you explore your criminal tendencies!
06. The game's content pulls no punches. Ever thrown a Molotov cocktail? Now's your chance!
07-08. The freedom you have in the game is astounding.



METHODS OF MAYHEM

Grand Theft Auto 3 is custom made for chaos. From getting into street fights to running dead bodies from one end of town to the other, your life of crime revolves around the vehicles at your disposal – and they're basically served on a platter! If you can see a car, then you can steal it.

Choosing the right machine will probably affect the success of your mission and each one is equipped with unique handling. Forget seatbelts and cut loose in Liberty City with Hummers, cabs, cop cars, ice-cream trucks, convertibles, luxury saloons, semis, vans, pannos...



"Each character exhibits intelligence ... they'll invariably come **after you seeking vengeance if you have** done them wrong"

Controlling your character is a pleasure. There is absolutely no trouble travelling around the city, and the freedom is so apparent that you're able to crawl from a burning car wreck moments before it explodes into shrapnel.

Your cars also break down gradually with continual impact. Seventeen impact points have been placed on each vehicle, and the results are realistic dent and chassis damage.

The living city concept is astounding. There have been attempts at simulating such a unique microcosm with varying degrees of success. In Liberty City, you can interact with anybody you see. From king-hitting someone from behind to dust-ups with the cops, everybody is at your gaming disposal. Each character exhibits intelligence as well; they'll invariably come after you seeking vengeance if you've done them wrong.

Of course, stealing cars is one of *GTA3*'s primary elements and choosing when and what you take is crucial in completing the missions. The game is also packed with sub-games. You're able to pick up a few dollars in between 'jobs' working as a cab driver, and it's a great way to get familiar with the massive layout of the city.

GTA3 will cause controversy, but despite personal moral judgments, it is clearly a groundbreaking game that redefines freedom in a virtual space. It is more entertaining and credible than the likes of *Driver* on PSone and has superb AI and car physics to boot. *GTA3* gives us the best glimpse of the future of gaming thus far and for that scores full marks.

Richie Young

09-14. As your wicked ways continue, the authorities pursuing you will increase. At times, it seems the entire national guard wants your blood!

LINKS >>

Don't be disheartened, PSone owners. *The Italian Job* is a viable crime racing alternative. **026**

Burnout offers all the crashing action, but no overt criminal activity. Turn to our feature. **064**

DON'T FORGET...



Driver 2 (PSone)
Reviewed: PSM #39
Comparison: It's way deeper than the first offering, but both titles offer a fantastic gaming experience.
Score: 10



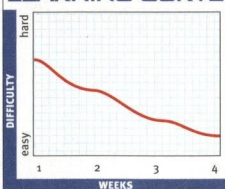
INSTANT EXPERT

Background: Batman hasn't had a decent videogame made for while but this game makes up for last year's atrocious *Batman Beyond* for the PSone.

Makers: *Batman Vengeance* is made by Ubi Soft using the same team that worked on the multi-format blockbuster, *Rayman 2*.

Also Know This: Batman eclipsed Superman et al to be voted the most popular comic book character of the 20th century.

LEARNING CURVE



GAME LIFESPAN



BATMAN VENGEANCE

When you're as rich as Batman, you can bag his dress sense.

At 62 years old and still going strong, Batman is the Dark Knight Detective whose mission it is to defend Gotham City from evil and bring justice to wrongdoers and evil maniacs alike. After witnessing the murder of his parents on a grimy street corner, the young Bruce Wayne vowed that he would do all that he could to prevent the same tragedy befalling others. Thus a hero was born.

Batman Vengeance is based upon the most recent cartoon series and adopts its dark and simplistic art style. The cartoon series introduced Batman to the latest generation of kids and the PS2 title carries on the tradition. The game is separated into episodes, so instead of having one lengthy storyline the game is

broken up into short chunks, which suits stimuli-craving, attention-span deprived gamers quite nicely.

The first episode stars Harley Quinn and the Joker as the requisite baddies of the piece. Joker has kidnapped Mary Flynn's son, Toby, and is demanding a ransom. Something fishy is up, though, according to Batgirl and it's up to Batman to solve the mystery and rescue young Toby.

The game uses a third-person perspective and plays like an action title. Batman has a utility belt full of gadgets and his Batmobile has been stunningly animated. When using his wonderful toys, Batman's perspective sometimes changes to a first person mode. This is useful for targeting with a batarang or grappling hook or even for just

viewing the playing areas. Batarangs are best used for disarming foes, as the supply is limited and Batman's hand-to-hand combat skills are more than enough for most evil henchmen. Batman has a variety of kicks and punches that can be comboed for massive damage. Once enemies are downed the batcuffs keep them pinned. Enemies continually get up to fight again if you hang around or don't cuff them. Fortunately they have a much smaller life bar the second time around to limit the repetitiveness.

It takes a certain sort of person to be able to wear a cape in a convincing fashion and Bruce is one of the few that manages to pull it off. Superman, Dracula and Darth Vader are the only others who manage it. The cape

PlayStation² FACTS

Genre: Adventure

On sale: Now

Players: One

Price: \$99.95

NZ price: \$119.95

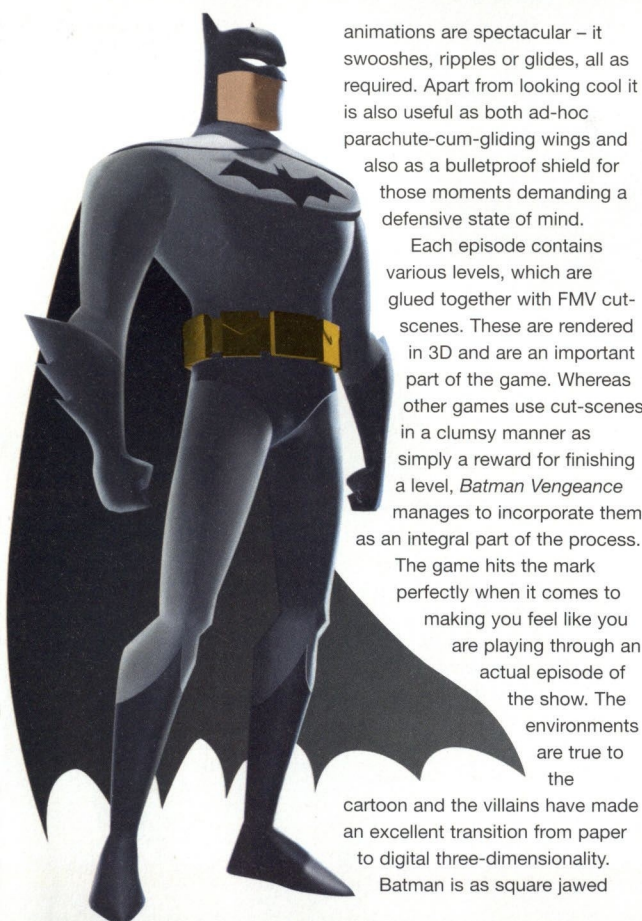
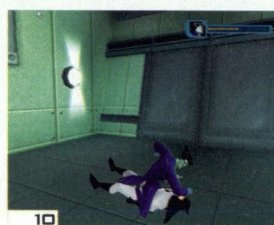
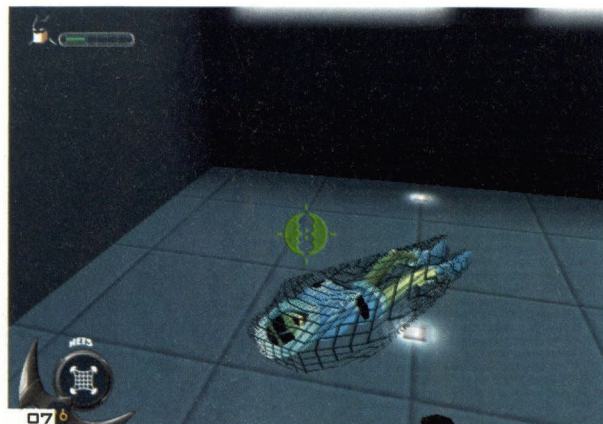
Made by: Ubi Soft

Made in: Canada

Distributor: Ubi Soft



01. Staged events put you right in the story.
02. Jokerwear – so hot it shows on infra-red.
03-04. The gameplay isn't innovative, but is very well executed.
05. The bulletproof cape doubles as a gliding parachute.
06. Batman shares a train with no-one.



animations are spectacular – it swooshes, ripples or glides, all as required. Apart from looking cool it is also useful as both ad-hoc parachute-cum-gliding wings and also as a bulletproof shield for those moments demanding a defensive state of mind.

Each episode contains various levels, which are glued together with FMV cut-scenes. These are rendered in 3D and are an important part of the game. Whereas other games use cut-scenes in a clumsy manner as simply a reward for finishing a level, *Batman Vengeance* manages to incorporate them as an integral part of the process. The game hits the mark perfectly when it comes to making you feel like you are playing through an actual episode of the show. The environments are true to the cartoon and the villains have made an excellent transition from paper to digital three-dimensionality. Batman is as square jawed

“Batman Vengeance manages to incorporate [cut scenes] as an integral part of the process...”

and moodily heroic as Mr Freeze is cold-hearted and blue. The scenery perfectly captures the dark aspect of Gotham City as well.

Unfortunately, some of the levels seem to be very sparsely populated. Despite the odd baddie to pummel, when you hit the ghost-town areas, the intensity of the gameplay drops down a gear or two, which in turn makes for a disjointed experience. Also, some areas don't do a good job of indicating what is required and you find yourself wasting time wandering around a small area with no clear idea of how to progress.

The sound is probably the best part of the game. The orchestral score is necessarily moody and the effects are top notch. The voice acting is as good as the television show, and is ably assisted by some of the most convincing and true-to-character dialogue ever written for a videogame.

Batman Vengeance combines some very accomplished and smooth animations, mouth-watering environments and supremely atmospheric audio to make a gaming experience that is let down, only slightly, by linear gameplay spiked with the occasional frustrating non-puzzle.

The Montreal-based team behind *Rayman 2* have delivered a very competent conversion of the *Batman* phenomenon, capturing the essence of the disturbed hero. With top notch presentation and a storyline that makes for a gripping experience, this is an encouraging direction for superhero videogaming franchises to be taking. *Batman Vengeance* comes highly recommended.

Troy Gorman

Verdict: The best *Batman* game ever. Imaginative, yet true to its origins.

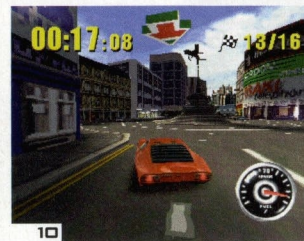
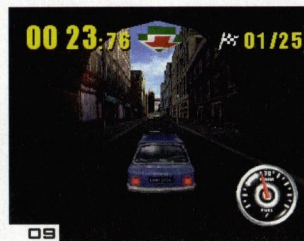
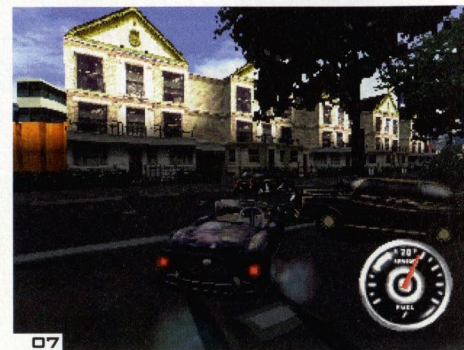
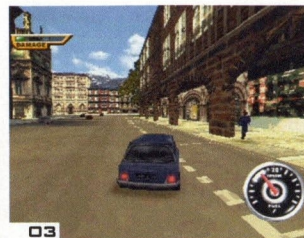
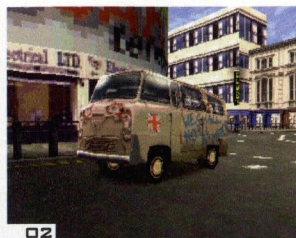
8

- 07. Batman's way of looking for girlfriends.
- 08. The Joker has a ball.
- 09. The Dark Knight faces off against one of an impressive cast of rogues.
- 10. "Take back what you said about my jacket!"
- 11. Batgirl shares her feelings of angst about an indifferent world.

DON'T FORGET...



Animusha: Warlords
Reviewed: Issue #04
Comparison:
Animusha lacks a comic background, but offers solid arcade adventure action.
Score: 8



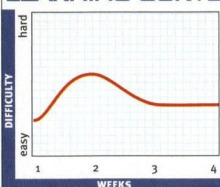
INSTANT EXPERT

Background: The inspiration for this game comes directly from the 1968 movie of the same name starring a very young Michael Caine and Benny Hill amongst others.

Makers: Based in downtown Sheffield in the UK, Pixelogic has already visited driving games with one of its early titles, *Crime Killer*.

Also Know This: The voice used in the game to mimic Michael Caine and Benny Hill is that of popular UK impersonator Phil Cornwell.

LEARNING CURVE



GAME LIFESPAN



THE ITALIAN JOB

Big Daddy Kane once sung "a job ain't nuttin but work". Forget that, it's time to apply yourself to *The Italian Job*.

While the PSone is not too far off needing life support and around the clock care, it's heartening to see a handful of developers still keen to wring every last inch out of it. One such team is UK-based Pixelogic, who has converted the action from a late '60s cult movie called *The Italian Job* into a mission-based driving game. The spirit of the movie carries across well to PSone, and you'll get a good taste of all three elements in the game.

Comparisons to the *Driver* series are inevitable, particularly in

the game's main Story mode, which tracks the plot of the movie. But it's the extra modes that give the game a far greater depth. The movie's plot is chronologically spread across 16 missions that kick off in London, where you recruit your team for the big job, and then it's off to Turin, Italy, to carry out the plan, collect the loot, and finally get away to the Swiss Alps. The main hazard are the patrolling police cars that give chase, constantly attempting to get close enough to your vehicle to make out your full number plate, at which point you're busted.

Succeeding through the Italian Job mode starts to open up the other modes, which include Free Ride, Challenge, Destructor, Checkpoint and Party Play. These offer everything from timed arcade-style challenges,

to stunt driving and turn based events for up to eight players.

The free-roaming levels are huge thanks to the developer's CD streaming technology that progressively loads each level as you play. Another unique feature is the game's *Matrix*-style camera effect used to highlight impressive stunts mid race.

While the use of CD streaming means there's no multiplayer option, the abundance of other game selections will go along way to extending the game's life beyond the main Story mode, resulting in a well rounded package, especially for those with a soft spot for Mini Coopers and '60s movies.

Mike Wilcox



PSone™ FACTS

Genre: Racing

On sale: Now

Players: Eight

Price: \$49.95

NZ price: \$69.95

Made by: Pixelogic

Made in: UK

Distributor: OziSoft



- 01. It's not *Burnout*, but it's equally tasty.
- 02-04. You'll rip across a variety of streets, from London to Turin.
- 05. A spot of cross-country never hurts.
- 06-07. Sharp backdrops add to the fun factor...
- 08-10. ...but it's the precise control that will win you over.

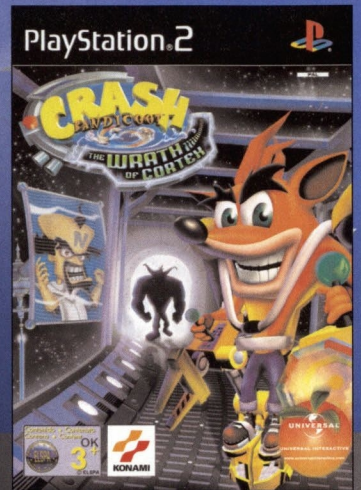
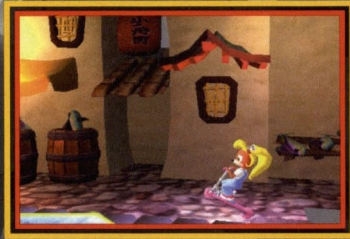
Verdict: A lasting challenge jammed full of atmosphere and variety.

8

Unleashed on PlayStation®2



The Bandicoot is back.
With hotter moves, mind-blowing
graphics and cooler vehicles to
face his toughest adventure yet:
The Wrath of Cortex.
It's going to be just like the good
old days, only better.



2 Fast 2 Catch, 2 Strong 2 Beat, 2 Good 2 Miss!



PlayStation®2



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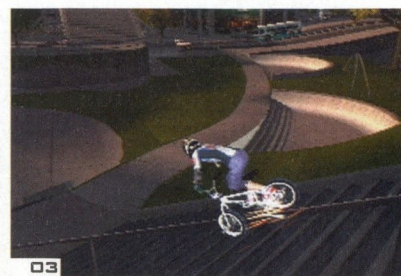
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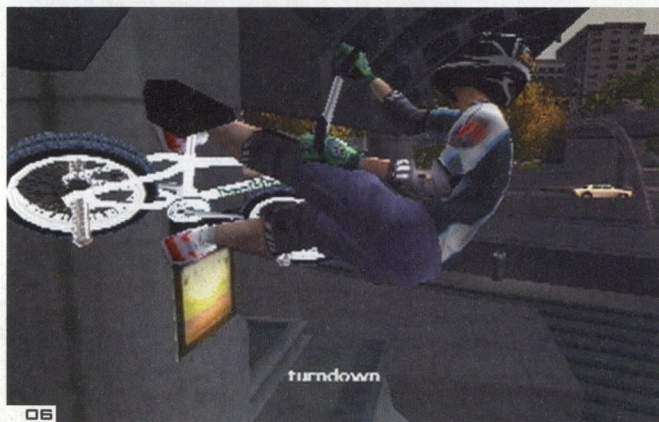
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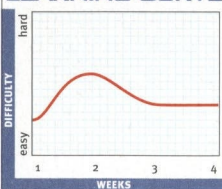
INSTANT EXPERT

Background: The first *Dave Mirra* game was released on PSone at Christmas time last year and sold very well. Acclaim followed it up with a remix version mid-year.

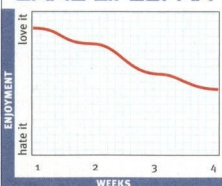
Makers: Z-Axis developed the first *Mirra* game as well as *Freestyle Motocross: McGrath Vs Pastrana* for Acclaim. It also made the poor PSone update of *Space Invaders* for Activision.

Also Know This: The levels are roughly four times bigger than the original game.

LEARNING CURVE



GAME LIFESPAN



DAVE MIRRA FREESTYLE BMX 2

Dave wants you to take a ride with him and get some serious air on the first PlayStation2 BMX game.

Once again *Dave Mirra* has outpedalled Activision's *Mat Hoffman* in the race to release the first BMX game. *Mirra* on PSone was a solid game that sold well because it was released over six months before the superior *Hoffman*. On PS2, Mat's job is going to be harder because *Mirra 2* is an improved act. *Dave* offers large environments, loads of challenges, a great soundtrack and a park editor for making your own levels.

The controls are tight and responsive and the trick modification system allows players over 1500 combos, including rails, wall rides, grinds and flips. You can perform these tricks with 14 riders, across modes like Freeride, Session and Multiplayer.

The real meat of the game is ProQuest, where you must earn other riders' respect by completing challenges they set and performing tricks. Successful completion of the challenges opens up new levels and other goodies like improved bikes. Amateur, Pro and Hardcore levels offer a reasonably lasting challenge, as well as extra tasks such as gap jumps. The tasks help you learn tricks and skills and the difficulty level is well-judged.

The biggest improvement from the PSone game is the size of the levels – they're massive, providing lots of opportunity to explore. There are eight venues to unlock and each is packed with plenty of secrets to discover.

The main disappointment with *Mirra 2* is that it feels rushed. The

camera misbehaves and you can get stuck in the environment with seemingly no way out. At times crashing will see you dropped straight back into trouble, your hapless rider stumbling repeatedly – frustrating at any time, let alone in the middle of a hot run. Patches of slowdown also fail to inspire confidence. Many will also be disappointed by the multiplayer mode – there are 13 games but you have to take it in turns to play.

Despite these problems, *Mirra 2* is a fun game. The levels are huge, the action fast and there is plenty to do.



Jason Hill



Verdict: Not perfect, but still addictive and great BMX riding fun.

7

PlayStation2
FACTS

Genre: BMX simulation

On sale: Now

Players: Two

Price: \$99.95

NZ price: \$119.95

Made by: Z-Axis

Made in: US

Distributor: Acclaim



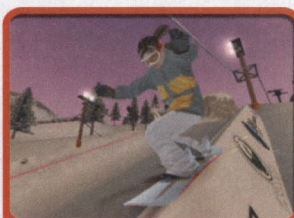
01. All those tricky grinds are back!
02-05. *Mirra 2*'s levels are a whopping four times the size of its PSone predecessor.
06. Rush job? Sometimes you'll find yourself stuck in the scenery.
07-08. *Mirra 2* gets the jump on *Hoffman*'s.

THINK YOU CAN RIDE LIKE ME?

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FREE!

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Force your opponent off the screen in the all new PUSH mode.



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Session with me and some of the best pro riders including Tara Dakides, Shaun White, Ross Powers, and others as you drop into 8 levels based on real world-class locales. With an insane trick style game-play, this video game is the ultimate snowboarding challenge. Still think you can ride like me? Well step up or step off.

Features songs by Static-X, Papa Roach and Alien Ant Farm.



PlayStation®2



GAME BOY ADVANCE



SPORTS REVOLUTION

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21863SPS_PSM



01. There has been a lot of attention paid to the physics of battle. Momentum of punches and body positioning are all important factors. **02.** Demanding controls mean that rookie boxers will initially be running into a lot more fists than good form.

VICTORIOUS BOXERS

The slap of leather on flesh. Moans of pain. Forget the Hellfire Club, it's time to box.

Boxing is a sport that never seems to attain a healthy balance on console.

Victorious Boxers offers an excellent and dynamic fighting model that both looks good and avoids being an arcade mashfest.

Unfortunately, *VB*'s excellent graphics engine is hampered by an ambitious but frustrating control method. The more extreme the movement of the analogue, the more extreme the motion of the boxer. The control proves to be the game's biggest stumbling block – keeping your fists lined up with speedier foes can be quite a mission.

The engine is exacting in its representation of physical impact, and hitting with combos is a matter of using your head and the

individual boxer's strengths.

Flicking out jabs and lining up your opponent for the damaging finish is the theme here.

Those mastering the unfriendly controls will find a deep and lasting challenge. Two-player mode is an especial joy – complaints about controversial knockouts fall by the wayside as players learn to use the ring and exploit their opponent's weaknesses. Of course, obtaining the best selection of boxers requires progress via an oft frustrating career mode, but the variety of boxers on offer is a healthy incentive.



Justin Kranz



Verdict: Great two-player fun with a solo mode that's deep, if a little frustrating.



PlayStation 2 FACTS

Genre: Boxing
On sale: Now
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: New Corporation
Made in: Japan
Distributor: Red Ant

INSTANT EXPERT

Background: Based on a popular anime, this game has sold very well in Japan.

Makers: *Victorious Boxers* is the New Corporation title to be reaching more than just keen Japanese punters.

Also Know This: *VB*'s very large assortment of fighters includes a bear! Kooky.

PlayStation 2 FACTS

Genre: Platformer
On sale: November
Players: One
Price: \$99.95
NZ price: \$119.95
Made by: Namco
Made in: Japan
Distributor: Sony



ONTHEDISC

KLONOA 2: LUNATEC'S VEIL

Namco does the time warp again and presents a wonderful old-school platformer.

Here is a platform game that is not only fun for younger players but also has enough depth and charm to keep us oldies amused. Thanks to the wonders of his magic ring, Klonoa can snatch enemies and hurl them at other opponents or obstacles. The acrobatic feline can also use enemies by jumping on them to propel him to greater heights. Some enemies offer special powers when you grab them, like being able to fly or explode like a bomb. It's a simple system, but also amazingly flexible.

With 24 stages with hidden areas to explore, puzzles to solve, huge bosses to fight, and loads of items to collect, players will be bouncing on trampolines, diving off cliffs, riding boards down rushing rivers,

and hurled high into the sky from cannons. Board riding, racing, flying and downhill sliding sub-games offer welcome variety, but just exploring the levels, which range from snowy mountains to fairground attractions to mirror mazes, is a real treat. So too are the dramatic sweeping camera angles, and the lavish and stylish cartoon-style visuals.

The game might be a little short, but *Klonoa* will have even the most cynical gamer hooked. If PS2 owners ignore *Klonoa 2* like we suspect they will, it will certainly be their loss.



Jason Hill



Verdict: Gorgeous and accessible, yet deep and packed with charm.

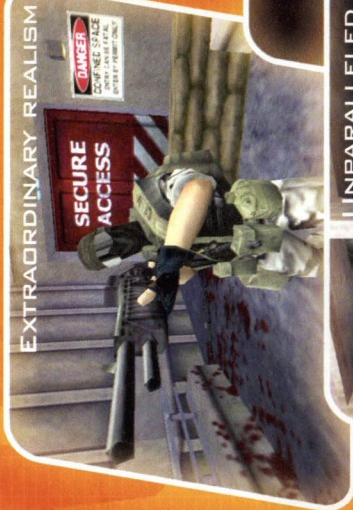


01. Klonoa makes the rounds, but this game is anything but routine or mundane. By applying modern thought to an old genre, Namco has come up with another winner. **02.** Deeply intricate levels present a compelling challenge to the most jaded gamer.

RUN-THINK. SHOOT-LIVE.

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ACTION EXPERIENCE
AVAILABLE AND ALSO
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HALF-LIFE:
DECAY
AN EXCLUSIVE NEW
SPLIT-SCREEN
COOPERATIVE GAME.

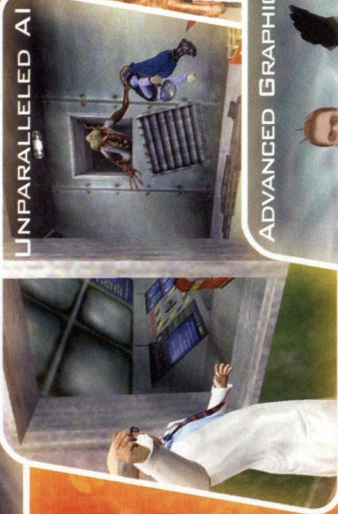
EXTRAORDINARY REALISM



INCREDIBLE ACTION



UNPARALLELED AI



ADVANCED GRAPHICS & ANIMATION



HALF-LIFE® PlayStation®2

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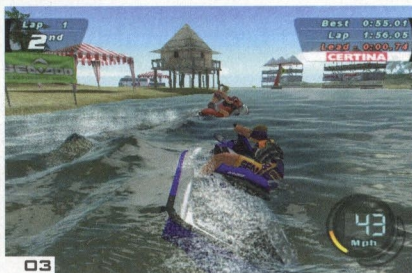
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INSTANT EXPERT

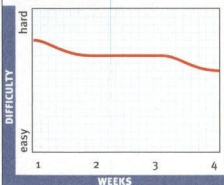
Background: *Splashdown* and *Wave Race*-type games subtly differ. *Splashdown*'s Sea-Doo is bulkier and handles differently to a jetski.

Makers: Rainbow Studios brought us *ATV Offroad*, in addition to the *Motocross Madness* series on PC.

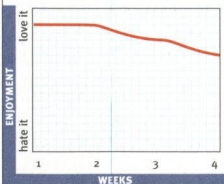
Also Know This:

Accomplished players can unlock new wetsuits, courses and players by winning races, finding secrets in-game and racing one-on-one 'challenging' stages.

LEARNING CURVE



GAME LIFESPAN



ATARI SPLASHDOWN

The creator of *ATV Offroad* distinguishes itself again. Despite no four-player mode, *Splashdown* is a winner.

With every developer and their dog seemingly able to pull out smooth, flashy visuals, playability has become the key factor in separating the wheat from the chaff. It doesn't matter if you have 200 levels of fantastic graphics if your game has all the emotional impact of receiving towels for Christmas. *PSM* knows this, you know this, Rainbow Studios also know this... Witness *ATV* and now *Splashdown*.

Splashdown is a Sea-Doo racer in which you blast along the water's surface (or under it). By performing stunts you can build up your speed boost and eclipse other contenders in your midst. You can also have all kinds of horrible falls, which is of course part of the fun.

Splashdown excels in putting you in the rider's seat. You really strive to get in the lead, and it's a real tooth-and-nail process on the hard difficulty level to keep up. The slightest error will see you at the back of the field, and as you acquaint yourself with the courses you will find yourself cutting corners and being as exacting as you would on *GT3*. A Career mode is included which, while being basic, is a great incentive to unlock extra goodies.

Don't think *Splashdown* lags behind in terms of visuals either – clear and bright models bob and swerve around across a liquid canvas with the greatest of ease. The big star is the water modelling. Racing in the wake of four-odd Sea-Doos makes you feel like you're on

all of Disneyland's rides at once. Those hoping for mountainous seas may be a little glum – the wave action, while attractive and authentic, is a little tame.

Those familiar with *ATV* will have been looking forward to four-player water follies. Sadly, *Splashdown* is two-player only. Fear not, despite the multiplayer mode's reduced lifespan, the single player game will have you returning time and time again. In an era where gameplay is king, *Splashdown* mightn't be in line for the throne, but it's certainly part of the aristocracy.

Justin Kranz



Verdict: Great single player fun let down a little by the lack of a four-player mode.

8

PlayStation®2 FACTS

Genre: Sea-Doo racer

On sale: November

Players: Two

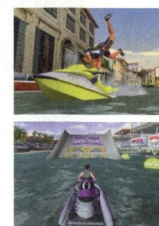
Price: \$99.95

NZ price: \$119.95

Made by: Rainbow Studios

Made in: US

Distributor: OziSoft



- 01. *Splashdown* is very reminiscent of *ATV* on water. That's good.
- 02. There's a strong emphasis on doing stunts to maintain a competitive speed.
- 03-04. Wave modelling is spot on, if a tad tame.
- 05. Yes, you can bring your craft crashing down on other racers!

PlayStation 2

FACTS

Genre: Strategy
On sale: November
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Konami
Made in: US
Distributor: OziSoft

AGE OF EMPIRES II

One of the most popular strategy games of all time makes the PS2 transition.

Konami's sports and arcade titles, not to mention the impending releases of *ISS Pro Evolution* and *Metal Gear Solid 2*, make them popular folk at present. Why would they stoop to rehashing an aging PC strategy title as Christmas approaches?

Age Of Empires II: The Age of Kings is a solid title. Like the PC title it sets very clear objectives, offers a great deal of depth in terms of the amount of challenges available, and allows new players a chance to slowly ease into proceedings without being overwhelmed – a problem faced by many strategy titles. The crucial flaw, however, is that fundamental hardware differences between PC and PS2 platforms have not been taken into account.

Manipulating tiny characters around the screen requires monitor-style high resolution and a controller capable of quick and easy unit selection. Your average modern TV is still unlikely to offer the kind of fine detail needed to rapidly differentiate units at a glance, and the Dual Shock2 is a clumsy and imprecise tool to use. A USB mouse can be used, but still the visual problems remain.

AOE's flaws provide unfortunate justification for the idea of radically reworking PC titles for PS2, as opposed to direct ports.

Justin Kranzl



01. Just try quickly manipulating these guys once the pace heats up. Without a mouse and a TV capable of monitor-style resolutions, things get frustrating. **02.** The deep and satisfying gameplay hasn't aged, what a shame it hasn't been executed better.

INSTANT EXPERT

Background: *Age Of Empires* heralded a new era of RTS playability when it came to PC. **Makers:** Konami has ported across the gameplay almost entirely from the PC version. **Also Know This:** One of the highlights of the PC AOE series was online play, with cash tournaments still played.



Verdict: A wealth of strategic gameplay is let down by scant use of the PS2's power.



01. Steeping through the murky visuals and effects is made more painstaking by the *Resident Evil*-style control method that seems almost old enough to be carbon dated. **02.** A thrilling plot and excellent audio effects make *AITD* worthwhile for fans.

ALONE IN THE DARK: THE NEW NIGHTMARE

Edward Carnby finally lands on the PS2. Should his flight have been cancelled?

Returning again to battle the forces of darkness is Edward Carnby, who journeys to the mysterious Shadow Island to investigate the death of his closest friend, accompanied by the enigmatic anthropologist, Aline Cedrac.

With pre-rendered backdrops overlaid by 3D models, *The New Nightmare* fails to impress visually; its low-res look matched by a 'nasty creature' design could scarcely be considered imaginative.

Impressive lighting effects partially compensate, but the main thing saving *AITD* from the bargain bin is an imaginative storyline and quality audio. While the quality of the voice acting fluctuates between acceptable and appalling, the eerie orchestral soundtrack and disconcerting effects will raise the

hairs on the back of your neck on more than one occasion.

Resident Evil-style controls are adequate for exploring the mansion and its environs, but the inability to instantly turn 180 degrees makes combat an arduous experience. With new controls adopted by the likes of *Devil May Cry* proving more effective, the days of unfriendly controls are surely numbered.

Assessed on its own merits, *Alone In The Dark: The New Nightmare* is an unremarkable performer. When compared with what *Devil May Cry* and *Silent Hill 2* have to offer, it simply can't make the grade.

Brett Robinson



Verdict: *AITD* hasn't quite made the leap into the next generation.



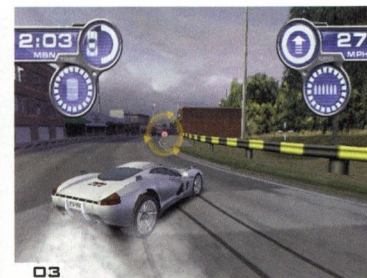
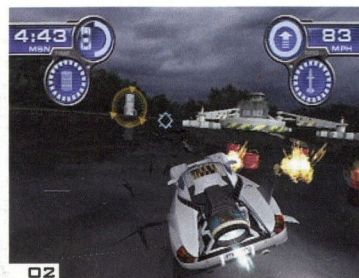
PlayStation 2

FACTS

Genre: Survival horror
On sale: Now
Players: One
Price: \$99.95
NZ price: \$119.95
Made by: Darkworks
Made in: France
Distributor: OziSoft

INSTANT EXPERT

Background: The original *Alone In The Dark* (PC) was a 3D action adventure pioneer. **Makers:** Darkworks' next game is 1906: *An Antarctic Odyssey* on PS2. **Also Know This:** *AITD*'s characters and creatures were created via sculpture and laser scanning



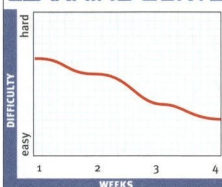
INSTANT EXPERT

Background: The original coin-op version of *Spyhunter* was a staple of any self-respecting arcade in the mid-to-late '80s

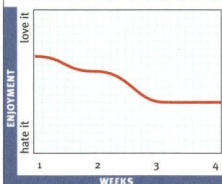
Makers: Midway contracted Paradigm Entertainment for the PS2 upgrade, which has since then been snapped up by Infogrames.

Also Know This: The original *Spyhunter* music, *Theme From Peter Gunn*, has been re-recorded by the interestingly-named US rockers Saliva.

LEARNING CURVE



GAME LIFESPAN



SPYHUNTER

Midway is in the hunt for success with its rejuvenated arcade hit.

The original *Spyhunter* sits high amongst the ranks of arcade games past. Thus the gauntlet has been laid down for Midway. Sure, it was a great coin-op, but we're playing by different rules now. Next-gen gaming is around the corner – PSone titles are already becoming 'old-school' and there is a lot of racing competition out there.

Midway has backed itself and delivered an outstanding fusion of speed, action and playability. The G-6155 Interceptor is your chariot as you fight the good fight against evil international terrorist organisation NOSTRA through 14 levels loaded with challenging objectives.

Traversing cities, swamps, forests, rivers and more requires an all-terrain vehicle, and baby, you've got one. Depending on conditions and the amount of damage sustained, the G-6155 performs as a car, motorbike, boat and jetski

(with some beautiful transitions in between). At first glance tracks appear linear, but there are all manner of twists and turns to discover, some crucial, others lethal.

The enemies are really only good for cannon fodder, but there're enough of them to keep the trigger-happy racer smiling. The combination of nagging enemies, breakneck speed and tough assignments prevents this game from becoming a one-day wonder. The two-player mode is highly tactical and satisfying, but necessarily lacks the variety of the single player missions.

Spyhunter's most startling innovation is the number of upgrades which the G-6155 receives. All of the original goodies are there (machine guns, missiles, oil slicks, smoke screens and, of course, that weapons truck) as well as a few new toys to play with. Some missions require tracking

devices to be applied to enemy vehicles; others need sensitive hardware destroyed with electromagnetic pulse weapons. Hidden areas and objects can be discovered through the use of an infrared scope, and the flame thrower provides hours of pyrotechnic fun. As if this weren't enough, the G-6155 receives a full upgrade halfway through the game, making it even more ballistic. Move over Bond, this is life in the fast lane.

What *Spyhunter* lacks in technical skill and depth it makes up for in sheer fun and playability. From the initial test course through to its climatic finale, *Spyhunter* pulls out all the stops and delivers a great espionage racing game to the world of PS2.

Ed Blythe



Verdict: A racing shoot 'em up which emphasises quality over quantity.



PlayStation®2 FACTS

Genre: Action racing

On sale: Now

Players: Two

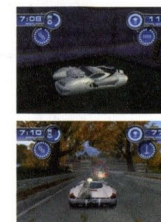
Price: \$99.95

NZ price: \$119.95

Made by: Midway

Made in: US

Distributor: Acclaim



- 01. It's extreme, but it's not *Extreme G3*...
- 02-05. The many faces of the G-6155 vehicle. Variety is king, your trusty vehicle gets an upgrade halfway through the game.
- 06. Splashy effects are merely icing on the cake, *Spyhunter's* gameplay is the cream.

PlayStation 2

FACTS

Genre: Vehicle combat
On sale: Now
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Infogrames
Made in: US
Distributor: OziSoft

MOTOR MAYHEM

Top notch visuals: check. Cool sounds: check. Exciting gameplay: no comment.

Vehicle combat games are getting pretty old. Sticking cars in an arena to blow one another up has been done before and *Motor Mayhem* doesn't offer much to progress the genre.

Given that it's on PS2, gamers expect superb graphics from a game like *Motor Mayhem*. Luckily, this is one area where the game truly delivers. Battles are frenetic, with lots of explosions and on-screen, er, mayhem. Apart from the odd dropped frame, it's obvious that most of the development time was dedicated to the visual output.

A sad by-product of this focus appears to be that other elements of the game have been neglected including the crucial one – gameplay.

Everything you would expect has been included in *Motor Mayhem*: big arenas, various modes, very cool cars and characters, and a load of great weapons. The gameplay fails to impress, however. Driving around and chasing opponents becomes rapidly mundane. Some of the arenas provide an initial adventure in exploring, and two-player mode offers quick, decent fun, say, after a night out. Without four-player mode supported though, longevity is bound to suffer if you purchase this game.

Richie Young



Verdict: Gameplay isn't matched by the great visual output. You can find better.



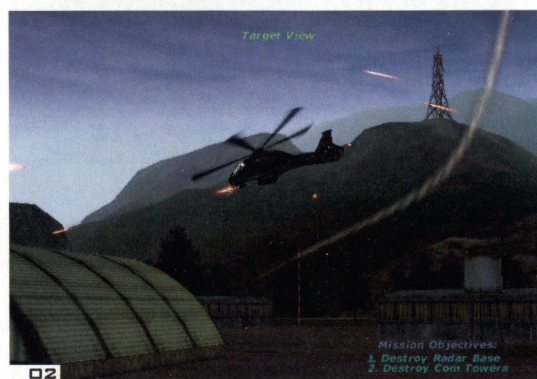
01. Stand in the corner and repeat after us: "Fantastic graphics do not a great game make". **02.** The dated concept and lack of any real incentive to play on after the initial enthusiasm wears off makes *Motor Mayhem* hard to recommend.

INSTANT EXPERT

Background: Vehicle combat games were made famous by the *Twisted Metal* series.

Makers: Beyond Games' first title was *Battle Wheels* on Atari Lynx.

Also Know This: *MM*'s soundtrack features tracks from *Methods Of Mayhem* and the *Crystal Method*.



01. Don't let the Heads Up Display (HUD) fool you, only marginally more complex to fly than the choppers in *Desert Strike* series, this is straightforward fly-and-shoot action. **02.** The lack of depth undermines *Thunderhawk*'s obvious technical merit.

THUNDERHAWK: OPERATION PHOENIX

Thunderhawk's ease of use makes it both accessible and enjoyable, but for how long?

Thunderhawk is no helicopter sim. No wrestling with weird knobs and gauges or complex flying stuff. Read your mission priorities, kit out your craft with your weapons loadout (or get it done for you), and it's up, up and away, flying across some sweetly rendered terrains that despite being marked as 'Panama' or 'Africa' still seem quite anonymous.

The flight model is easy to come to grips with – left analogue controls the tilt of the chopper (which also determines your speed), while right analogue controls the craft's height. From there on in it's a matter of checking your radar and point-and-shooting your way to glory or goat-dom, depending on your reflexes.

Two issues flaw *Thunderhawk*. The first is the plethora of loading screens that interrupt the flow of the game. A minor hassle, but one that annoys constantly. The other more serious complaint is the depth of the gameplay. Despite abundant missions and a multi-player option, there just isn't enough diversity to keep you returning.

By simplifying the controls a lot of the challenge and thrill of flying has been removed, leaving you with a title that is enjoyable, but a little sedate and missing that certain something.

Justin Kranz



Verdict: Great fun in the short term, but not the deepest title around.



PlayStation 2

FACTS

Genre: Arcade
On sale: Now
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Core Design
Made in: UK
Distributor: OziSoft

INSTANT EXPERT

Background: Debuted on the doomed Sega Mega CD system, being one of its (very) few decent games.

Makers: Core Design created the *Tomb Raider* series.

Also Know This: *Thunderhawk* is also scheduled for release on Microsoft's Xbox.

ARCTIC THUNDER



This snowmobile racer is ideal for those who think the concept of challenging gameplay is out-dated. Handling is a dream, in that nothing ever seems to go wrong. As long as you have a vague sense of direction, your chosen character will respond with remarkable poise and intuition.

If throttles at perennial full-thrust is for you, *Arctic Thunder* delivers. But there're only so many

locked gates and closed doors that give without impact before you start pinning for a bit more danger in your snow experiences.

The huge airs are suitably dramatic and you should never trust a person who doesn't enjoy kicking people on snowmobiles. But once you get into the thick of things – churned snow and missiles flying everywhere – the corners and ridges tend to get a little blocky.

Tastes of mayhem such as shredding the White House carpet and crashing into cable cars high in the Swiss Alps promise much but need extending. Longer courses and lap options are sorely required for there to be sustained interest.

Benjamin Millar

Verdict: *Arctic Thunder* doesn't offer enough challenging material to make the cut.

5

PlayStation 2 FACTS

Genre: Snow racing
On sale: Now
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Midway
Made in: US
Distributor: Acclaim

WORLD DESTRUCTION LEAGUE: WAR JETZ

PlayStation 2 FACTS

Genre: Action
On sale: Now
Players: Two
Price: \$89.95
NZ price: \$109.95
Made by: 3DO
Made in: US
Distributor: Sony

War Jetz is the second *WDL* title from 3DO to be released on PS2. Trivia buffs may recall that 3DO is the mastermind behind the *Army Men* series, which has used a saturation method of retail attack, virtually flooding other titles off shelves by weight of superior numbers.

You commandeer a variety of aircraft around 3D

environments destroying enemy vehicles and completing mission objectives. The levels, invariably, take place in valleys and canyons so the mountains make up the side 'walls' and a conveniently unbreakable glass ceiling contains the action.

War Jetz offers little to write home about. The graphics are average and the gameplay entertains briefly.

If you need a stark reminder of how far we have come, *War Jetz* suffices perfectly as a walk down memory lane. Only keen gamers will find themselves making a return trip.

Troy Gorman

Verdict: *War Jetz* is 3DO's new *Army Men*. Unless you're wealthy and bored, avoid it.

5



WORLD CHAMPIONSHIP SNOOKER 2002

PlayStation 2 FACTS

Genre: Snooker
On sale: Now
Players: Two
Price: \$99.95
NZ price: \$99.95
Made by: Codemasters
Made in: UK
Distributor: OziSoft

The green baize and muted click of ball on ball that forms snooker's appeal doesn't often translate well from a smoke-filled club to your living room.

WCS 2002, despite its championship modes and a fine create-a-player mode, fails to click as a game.

Sketchy player models are a mere hint of impending mediocrity. Setting up shots,

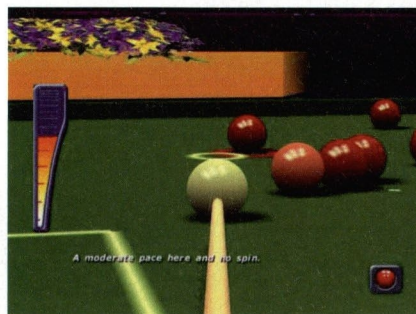
a process the PS2 should handle with ease, is prone to odd bouts of jerkiness, making lining up those pixel perfect shots tedious. This ironically highlights one of the main issues with digital snooker – half the fun of the sport is in striking the ball perfectly straight. The ability to do it at will removes a lot of gratification. The CPU plays an almost flawless game, making games against it a spectator sport.

Given the limited amount of polygons and processing power needed in this type of game, *WCS 2002* lacks the smoothness and sharpness to warrant your spending dollar.

Justin Kranzl

Verdict: Finicky controls and so-so visuals fail to offer any long term enjoyment.

4



ALEX FERGUSON'S PLAYER MANAGER



While at surface level it offers a healthy level of complexity and options via training, trading and game strategy, *AFPM* labours under a mathematically rigid approach. Opportunities to display your managerial skills are scant – rarely do crises occur that seriously impede your progress. Obtaining the best players is a matter of cash – player-club loyalty simply isn't a factor. Worse, clubs often have franchise players for sale at bargain prices – given time you can gut the Premier League of its talent and then call it your own, Man United style. *AFPM* lacks depth in the areas it needs the most.

Justin Kranzl

Verdict: Wait and see how *LMA Manager's* PS2 debut shapes up before buying this one.

6

PlayStation 2 FACTS

Genre: Soccer
On sale: Now
Players: One
Price: \$99.95
NZ price: \$119.95
Made by: Anco
Made in: UK
Distributor: Sony

Reverted roundball manager Alex Ferguson and Anco, authors of some of the best soccer games ever (the *Kick Off* series), team up in effort to relive their days of glory. Those days are long gone, however, with *AFPM* capturing the essence of the management game, but lacking the spark to keep players playing for season upon season.

DAVE MIRRA2 freestyle bmx™



Acclaim

www.ACCLAIM.com

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PlayStation 2

BREATH OF FIRE IV




PSone™ FACTS

Genre: RPG
On sale: Now
Players: One
Price: \$59.95
NZ price: \$79.95
Made by: Capcom
Made in: Japan
Distributor: THQ

What do you get when you take just about every role-playing game cliché out there and put them into one game? Well, normally, you'd get a very average RPG. *Breath Of Fire IV* evades that problem with a simple and elegant solution – it executes the standard clichés well, and manages to throw in some decent (but not spectacular graphics) into the bargain.

The *BOF* series has always relied on strong and complex plots rather than stunning graphics. You primarily play as the dragon-boy Ryu, along with the usual fantasy cast of voluptuous females, smirking villains and (ahem) 'powers that mortal men were not meant to know'. You get the point.

BOFIV looks a whole lot better than previous *BOF* games, which means it's unlikely to satiate your desires for *Final Fantasy X*, but delivers a clean and crisp game nonetheless. In the PSone's twilight, it's great to see titles of this quality are cropping up. Good for PSone and PS2 owners alike.

 Alex Kidman

Verdict: Well worth your time and money if the letters 'R', 'P', and 'G' get you excited.

8

CASTLEVANIA CHRONICLES

PSone™ FACTS

Genre: Platformer
On sale: Now
Players: One
Price: \$59.95
NZ price: \$79.95
Made by: Konami
Made in: Japan
Distributor: OziSoft

Castlevania's gameplay is refreshingly simple.

Guide Simon Belmont, trusty whip in hand, through castles and catacombs on a quest to defeat Dracula and his minions.

Power-ups collected along the way increase the effectiveness of your whip, partially restore health and temporarily freeze time itself. Extra powerful axes, crosses,

knives and holy water can also be employed at the expense of bonus hearts.

Castlevania's outdated visuals and soundtrack have been touched up a little, but the most notable addition is the special 'arrange' mode. This makes it possible to set the game's difficulty level and specify how many lives Simon begins with – a godsend given how tough the original was!

It's a pity that this game may be ignored by those unfamiliar with the series, but gamers looking to relive the carefree days of their youth could do a lot worse than to give *Castlevania Chronicles* a run.

 Brett Robinson

Verdict: A challenging classic that will appeal primarily to nostalgic gaming veterans.

7



TOONENSTEIN: DARE TO SCARE

PSone™ FACTS

Genre: Slide-show adventure
On sale: Now
Players: One
Price: \$49.95
NZ price: \$69.95
Made by: TerraGlyph
Made in: US
Distributor: Acclaim

Within the gaming world, there are few things more insidious than packages that disguise the true nature of the products within.

Toonenstein: Dare To Scare looks like a rollicking adventure where players guide characters from the *Tiny Toon Adventures* animated series through an intriguing realm filled with bizarre contraptions and

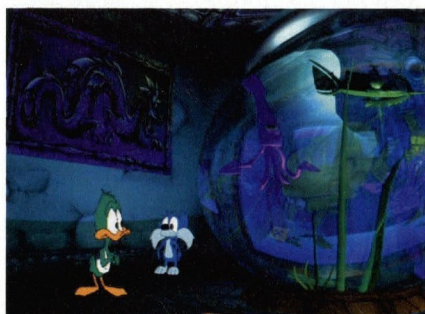
creepy adversaries. In reality, it's an insipid trudge through a *Dragon's Lair*-like world where player interaction is limited to three possible actions: pressing an arrow button to direct the character onto an adjoining screen; pressing the **X** button to trigger an inane background animation; or occasionally using a fixed-position goo gun to take down swarms of flying bombs.

Toonenstein exists as a tribute to the effectiveness of licensing. The game's high-resolution graphics are a pleasure to behold, but they fail to compensate for the agonisingly tedious gameplay experience.

 Brett Robinson

Verdict: Playing *Toonenstein* will make homework seem like an attractive alternative.

2



MAGICAL DROP III



Originating in the arcades, this fast-paced puzzle

game isn't as magical as its title suggests.

Playing as one of 16 characters in either single or two-player mode, you compete in a *Magical Drop* tournament, where the aim is to win a "magical drop". Win one of these and all your dreams will come true.

In order to win a round, you need to catch and throw drops – create a line

of three drops of the same colour and they will dissolve. However, if you let the drops hit the playing ground, it's game over.

The single player mode becomes monotonous after a short period of time, but if you persist it doesn't take long to move onto the next level once you have reached the target number of drops.

The two-player mode should hold your interest for a little longer than half-an-hour, but skip the pop-up conversations between the characters before battle begins.

Even if you're a die-hard puzzle fan, *Magical Drop III* doesn't warrant a spot next to the likes of *Bust-A-Move* in your collection.

 Fiona Tomarchio

Verdict: Puzzle fans won't find much enjoyment here. Stick to *Bust-A-Move*.

3

NOW PLAYING >>

The PlayStation[®]2 and PSone titles that are setting sales records and the ones we can't stop playing.

PLAYSTATION[®]2 TOP 20



	GAME	DEVELOPER	DISTRIBUTOR
1.	Gran Turismo 3: A-spec	Polyphony	Sony
2.	Resident Evil: Code Veronica	Capcom	THQ
3.	MX 2002	Pacific Light and Power	THQ
4.	Red Faction	Volition	THQ
5.	Dark Cloud	Level 5	Sony
6.	Tekken Tag Tournament	Namco	Sony
7.	Onimusha	Capcom	THQ
8.	Street Fighter Ex3	Capcom	THQ
9.	EA Sports Rugby	EA Sports	EA
10.	FIFA 2001	EA Sports	EA
11.	Crazy Taxi	Hitmaker	Acclaim
12.	F1 2001	Studio Liverpool	Sony
13.	Paris-Dakar Rally	Broadsword Interactive	Sony
14.	SSX	EA Big	EA
15.	Dead Or Alive 2	Tecmo	Sony
16.	ATV Offroad Fury	Rainbow	Sony
17.	The Bouncer	Square	Sony
18.	Moto GP	Namco	Sony
19.	NBA Street	EA Sports	EA
20.	Star Wars: Starfighter	LucasArts	EA



The PSM Top 20 is provided by Inform



WHAT'S IN OUR BOX

The discs we can't pry out of our PS2 here at PSM Towers.

1. **ISS Pro Evolution** The round ball game was never this fun!
2. **NBA Live 2002** Way more variety than the 2001 version.
3. **Sheep, Dog 'N' Wolf** The most refreshing platformer for months.
4. **Silent Hill 2** Scary, hypnotic and addictive. Need we say more?
5. **NHL 2002** The early version is fast and furious.

WHAT'S ROCKING PSone™

And the best-selling PSone games are...

1. Tony Hawk's Pro Skater 2
2. Mat Hoffman's Pro BMX
3. Digimon
4. WWF SmackDown! 2
5. Atlantis
6. Gran Turismo 2 Platinum
7. 20 Games Pack
8. TOCA Touring Cars
9. Final Fantasy IX
10. Alone In The Dark 4



MUST BUYS

Just in case you missed them, PSM lists a few PSone 'Must Buys' from recent months.



PlayStation.

The Italian Job
Pixelogic
Driving adventure

Fourteen cars, led by the Mini Cooper, is the order of the day in *The Italian Job*. With justified comparisons to *Driver*, this game is a standout in the latest batch of PSone titles.



PlayStation.

X-Men Mutant Academy 2
Activision
Beat 'em up

A surprisingly impressive beat 'em up from Activision. While technically not as good as the *Tekken* games, fans of the *X-Men* series will lap it up. Fun and very responsive gameplay.



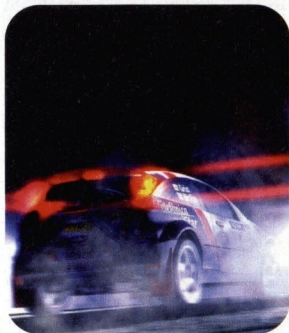
PlayStation.

Sheep, Dog 'N' Wolf
Infogrames
Sneak 'em up

PSM will admit that it wasn't expecting much from this platformer, but it is superb. You'd have to be made of stone not to enjoy the antics of the Warner Bros cartoon characters!

THE LATEST PS2 & PSone™ NEWS

edited by Richie Young



Get ready to be spoilt rotten! Not only has the PS2 had a substantial price drop, but PSM is uncovering games every day that will change the way we spend our time over the next years.

To start, we have the best soccer sim ever released in *ISS* and all-time classics like *PaRappa The Rapper* set to make waves.

With over 20 million PS2s in homes around the world, this trend is only going to continue – making this the most exciting time in videogames history.

(From top to bottom): Colin McRae Rally, PaRappa The Rapper and Britney are all headed for PS2.

BEST BIT

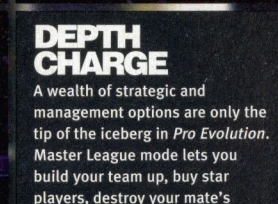
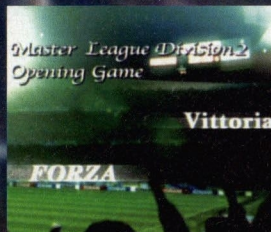
PIRATES UNDER FIRE

The war on game piracy is in full swing. Unauthorised copying costs the industry millions of dollars every year. However, PSM is aware of two impressive initiatives trying to curb this trend. UK developer Codemasters has introduced a new variant on its patented FADE system. It allows PlayStations to detect illegally copied games and automatically disables key features in the game. Sony Australia has also joined forces with one of the country's biggest markets, Paddy's Markets, to eliminate unauthorised 'black market' sellers.



ROUND BALL OVERHAUL

The *Pro Evolution* series has traditionally focused on gameplay first and visuals second. With the power of the PS2 on tap, Konami has dragged the visual quality into range with the fantastic playability on offer.



DEPTH CHARGE


A wealth of strategic and management options are only the tip of the iceberg in *Pro Evolution*. Master League mode lets you build your team up, buy star players, destroy your mate's inferior squads, then laugh.



ARTIFICIAL INTELLIGENCE

Forget Haley Joel Osment, *ISS* AI is way better. Players run onto balls, mark players and employ field positional tactics as per your direction. Rookies can switch on a semi-auto tactical option to focus on their game.





TALKIN' 'BOUT AN EVOLUTION

Murphy's law of videogames: the more sure you are that a game has topped its genre, the more likely it is to get trumped the following month. Thanks for nothing, *ISS Pro Evolution*.

Ariving just too late to review in this issue was the long awaited PS2 incarnation of *ISS Pro Evolution*. *PSM*'s soccer-mad contingent was still recovering from the bounteous delights of *This Is Soccer 2002* (reviewed *PSM* issue #07) when word hit *PSM* Towers that it was time to do the *Evolution*.

You'll have to wait until our review in the next issue of *PSM* to read the full story, but what can be confirmed is that this game has continued in fine form the *Pro Evolution* pedigree that has drawn gaming soccer fans the world over.

While the first *ISS* on PS2 was good for its time, this is entirely a different animal, with the kind of

playing depth and lifespan that has typified its PSone predecessors. Most of the star players have repeated the slight name 'adjustment' of the series, with the likes of "Roberto Larcos" and "Ramario" taking the field instead of their licensed (and properly named) brothers, Roberto Carlos and Romario. Name quibbles are a small

price to pay for the kind of control and long term playability on offer.

Exacting levels of game AI and attention to detail are readily apparent to soccer fans, but in our review next issue we will also be looking at whether casual gamers will find this as attractive as the traditionally accessible *FIFA* series and hot newcomer *This Is Soccer 2002*.



RUMOURS

THE BUZZ



Rumours we can't substantiate, juicy tidbits of PlayStation gossip and whispers all sneak their way into this column.

➤ Some copies of *Agent Under Fire* on PS2 will (in true Q style!) have a ground-positioning system gizmo attached to them, allowing three satellites to pinpoint your exact position! A promo Bond BMW packed with Bond girls will then speed to your place! Watch out!

➤ The popular PC game *Dune* has snuck up on PS2 fans. Expect the game to be out around Christmas. It is being developed by Widescreen Studios and will be published by Cryo.

➤ Don't miss Fatboy Slim in an upcoming PS2 Codemasters game – *Going Out Of My Head* is going to appear throughout *LMA Manager 2002*.

➤ On another musical note, EA has signed a major deal with the Ministry Of Sound for music tracks. MOS will provide 10 tracks for *FIFA Football 2002* and *2002 FIFA World Cup* on PS2.

➤ The PSone LCD screen is now available in Japan. It can be bought separately or packaged together with the console. The screen alone is selling for 14,800 yen (\$150). Sony Australia have not yet made a decision on the local release for the screen here.

➤ *Who Wants To Be A Millionaire* on PSone (in development) is set to have a PS2 sibling. The issue of localising the game and 'obtaining' Eddie McGuire means no local dates are confirmed for either version, however.

STOP PRESS

It looks like *World Rally Championship* will have a formidable rival – *Colin McRae Rally* is heading to PS2 mid next year.



THROW IT IN GEAR

Colin McRae Rally for the PlayStation2 was a notable absentee at the famous E3 videogames festival held in LA earlier this year, and as a result left many people wondering why.

Subsequent queries made to the game's publisher Codemasters revealed that due to legal and licensing disputes the game may not be released at all.

Those fears have evaporated and the game is well and truly under development. PSone *Colin McRae Rally* and its sequel both met with critical acclaim and impressive sales numbers due largely to their realistic scenery and car physics.

Associate Producer Rick Nath said, "The previous games were all about the cars and the tracks. We want the player to really connect with the feeling of being McRae, not the car, and work with co-driver Nicky Grist and the Ford team as a whole."

Over 40 people will be employed to make the game and McRae's Ford Focus RS will again be the game's lead car. The Codemasters team also told PSM that the car features fully moving working parts, such as suspension. Thus, fully destructible car panels that can be ripped off or dented, as well as punctured car tyres will be achieved.

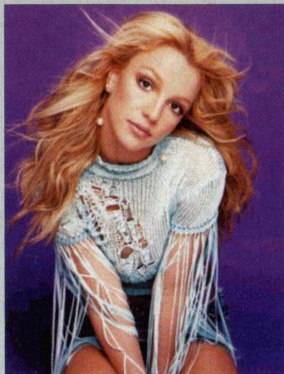
Head of Studio and Producer for the PSone version, Guy Wilday, claimed, "There're two key elements to our vision for *Colin McRae Rally* – to continue our heritage of delivering the very best exhilarating racing gameplay and to create a more immersive rally experience that players can feel a part of. With these aims we are confident of bringing something new to the game's genre and moving the benchmark of 'best rally game' even higher."

Expect *Colin McRae Rally* for the PS2 mid next year.



SMASH HITS

THQ SPEARS BRITNEY



No doubt inspired by a desire to be associated with *Big Brother*'s own 'Donkey Boy' Gordon, the princess of pop has signed a deal with US-based THQ to flaunt her stuff on the PlayStation2 in games through to 2005.

Britney's co-manager Larry Rudolph offered this moving testament to the business world's supportive and close relationship with makers of creative, meaningful and original music: "Britney's move into interactive entertainment is a natural extension for the Britney brand. The explosive growth in the interactive category driven by new gaming technologies means fans can look forward to an ultra-realistic adventure through Britney's world."

Jeff Lapin, Vice Chairman of THQ, had this to add: "Since the 1999 release of her *Baby One More Time* album, Britney Spears has become a pop culture icon whose talent and style are coveted across the globe."

Those wanting to partake of the Britney experience can expect a PS2 game featuring Ms Spears (she of 'The Britney Brand') around August 2002.



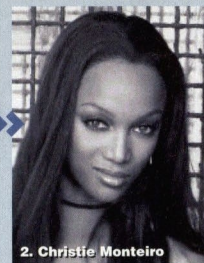
LOVE YOUR WORK

Separated At Birth

Long lost siblings just waiting to be reunited.



1. Tyra Banks



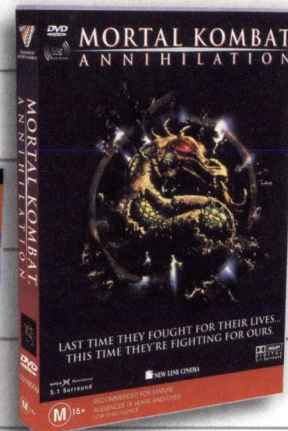
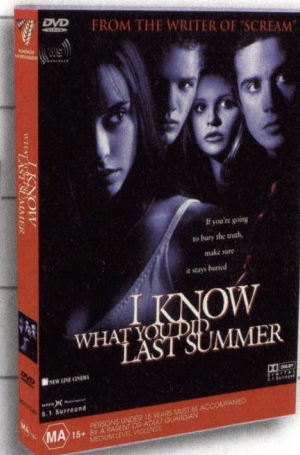
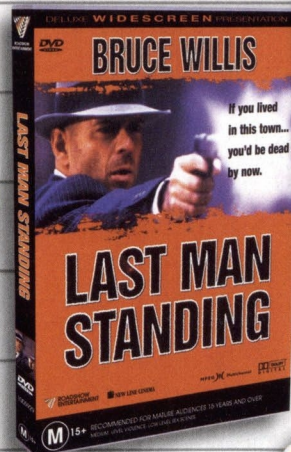
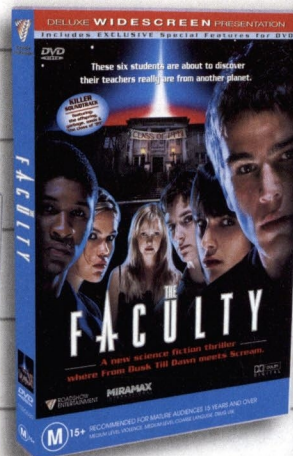
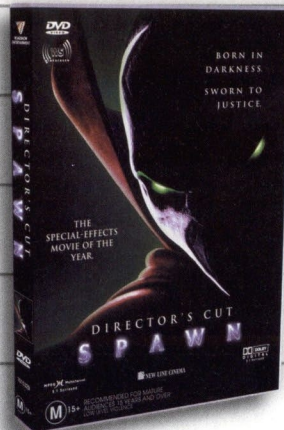
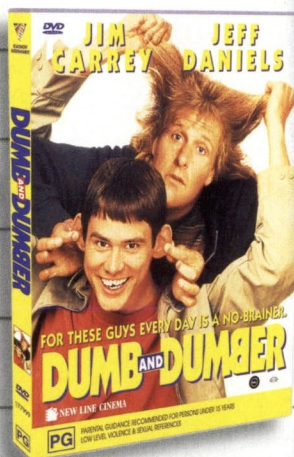
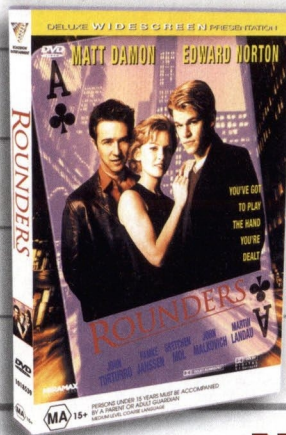
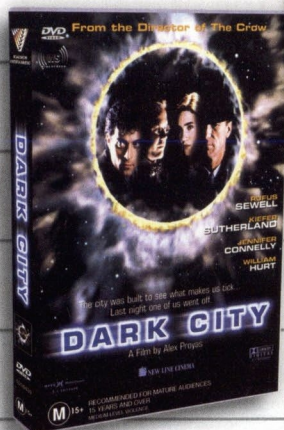
2. Christie Monteiro

Technology has reached its finest hour. Behold the similarity between the stunning Tyra Banks (pictured left) and *Tekken 4* fighter Christie Monteiro (right). The level of detail is simply outstanding; if it wasn't for slight graphic flaws on the black and white picture it could almost be called photo-realistic. Spooky.



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MOST WANTED LINE-UP



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INCOMING



Black and White

Publisher: THQ

Developer: Lionhead

Release date: January 2002

Black and White for the PSone has somewhat fallen by the wayside after the PC game was released. It has suffered countless delays and is reportedly disappointing. Hopefully it will improve and be something to write home about.



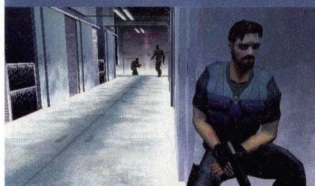
Ecco The Dolphin

Publisher: Sony

Developer: Appaloosa Interactive

Release date: December

Ecco has already been seen on the Dreamcast, but the PS2 version offers many improvements. Look forward to more sea life, better textures, easier puzzles, an on-screen compass and an objective indicator.



Headhunter

Publisher: Sony

Developer: Amuze

Release date: December

This action adventure is the latest from Sega and offers fantastic visuals. Set in near-futuristic California, the plot surrounds the growing industry and black market selling of human body parts. Not anything like a *MGS2* clone, no sir!



Rez

Publisher: Sony

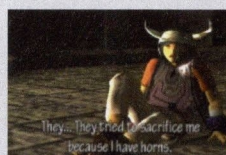
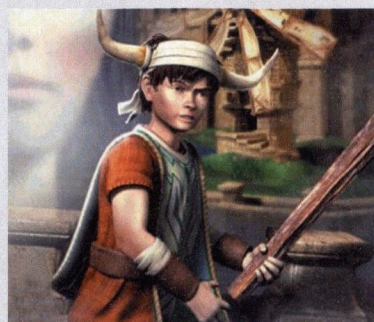
Developer: Sega United Games Artists

Release date: December

Originally titled *K-Project*, *Rez* is somewhat of an abstract concept relative to what you may be used to in a game. The genre is to be dubbed 'endorphin machine' where you can create music and on-screen visuals. Watch this space!

Illustration: Paul Rebec

NEWS FLASH



ICO-TIC TENDENCIES

Saving damsels in distress is a pretty tired theme, but *Ico* may change your perception.

Plenty of games claim that they're 'unique and original' before turning out to be another game that's divisive and derivative.

The soon to be released *Ico* on PS2, however, might just be able to put its money where its mouth is. *Ico*'s an adventure puzzle game where players play the role of Ico, a young boy trying to lead a princess out of an

enchanted castle, away from vile shadow beasts.

Now whilst the whole 'save the princess' angle is hardly a breath of fresh air, the way you go about your objectives is. The princess is a tad on the pansy side and must have straightforward routes paved out for her. Controlling the nimble sprinting, rope climbing Ico, you must solve environmental puzzles – that

might mean raising hidden staircases, or opening drawbridges that allow Jorda (the princess) to progress from area to area freely. As well as being a new take on the adventure genre, *Ico* is looking superb, featuring dynamic lighting and animation effects, as well as a truly evocative atmosphere that will undoubtedly seduce plenty of players into the fold.



TALKSHOW

The wind may cry 'Mary', but hear what the crowd has to say.

When you're two-dimensional, faceless, nameless and certainly not the most attractive person around, you're not going to be winning any popularity awards. But rather than dwell on our elected officialdom, let's talk about the crowd in sports games. What makes them tick? *PSM* waited outside Madison Square Garden as the crowd filed out after a night's work watching the New York Knicks play the Detroit Pistons in *NBA Live 2002*.

PSM: You look tired! Can we grab you for a quick interview? Faceless 2D looking bloke: Sure, buddy.

PSM: What's your full name? Faceless 2D looking bloke: Nigel. Just... Nigel.

PSM: Is this a full-time gig? Nigel: It sure is. There's always someone playing, so I have to be on call 24-7. Not that it's that difficult. If I get a seat up the back, I usually try and catch some sleep if no-one's watching. I've never been caught. Maybe it's because every fifth person in the crowd looks exactly like me.

PSM: What else have you worked on?

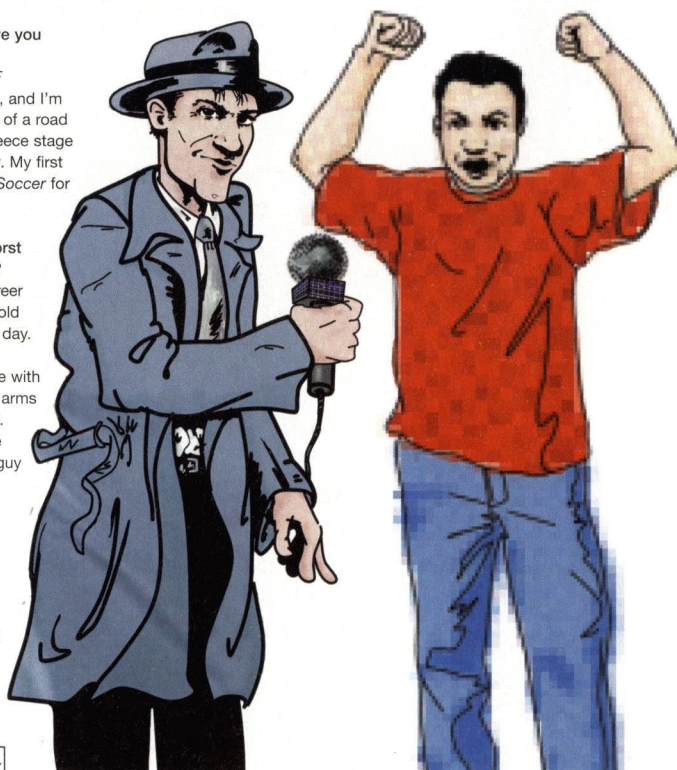
Nigel: I did the *WWF SmackDown!* games, and I'm standing on the side of a road with a dog in the Greece stage in *Colin McRae Rally*. My first gig was in *Sensible Soccer* for the Commodore 64.

PSM: What's the worst part of crowd work?

Nigel: There's no career path. We're always told we'll be fully 3D one day. Yeah right. Limited animation has left me with RSI from waving my arms like an idiot all game. Lastly, when was the last time you saw a guy in the crowd getting some play with the ladies? I'll tell you, brother, N-E-V-E-R.

PSM: Unfortunate.

Nigel: I don't get respect just 'cos I'm flat with no details. People tend to forget you're even there half the ti-Hello... Hello... HELLOOO?





BEAT STREET

RAPPIN' HOOD

The hip-hoppin' dog that stamped musical games on the map is back and hasn't lost an ounce of quirkiness on the way. *PaRappa The Rapper* for the PS2 will be out before the end of the year and just reading the overview for the game makes you crack a smile. *PaRappa The Rapper* is Japanese gaming at its finest and for the uninitiated, the premise is to match your button presses with the musical beats and on-screen prompts.

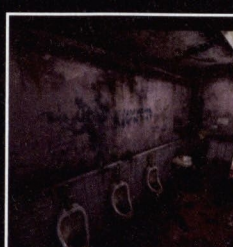
True to *PaRappa* style, the game begins as PaRappa wins a life-long supply of noodles (as you do). Trouble sets in when his girlfriend Sunny Funny dishes him a special meal of – wait for it – noodles. In a moment of insensitivity, PaRappa refuses to chow down on the meal, crushing Sunny Funny's heart.

To make matters worse, the evil Noodle Gang then moves into town, turning everything into noodles and making life a living hell for PaRappa. All the favourite characters from the original game are set to appear as well as a few cameos from *Um Jammer Lammy* characters. Look out for Beard Burger Master, Guru Ant, Instructor Museisha, Hairdresser Octopus and the Milk Can band to help you overcome the Noodle Gang and win back the heart of your true love! PSM can't wait for this one – it's shaping up to be a hilarious gem. In the world of canines, PaRappa is top dog.



SILENT HILL

silence has Fallen



in store november

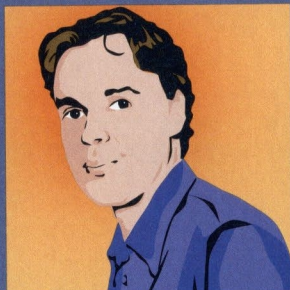


PlayStation 2

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OPINION

KING OF THE HILL



Veteran games journalist Jason Hill shares his thoughts on the state of the games industry and the impact on gamers of the recent tragedies.

I'm not a big fan of gratuitous violence in videogames. Not because I believe violent games will turn all our children into psychotic gun-wielding maniacs, but more because games that use violence as a gimmick are usually unoriginal and tedious. I'd rather challenge a mate to a game of *ISS Pro Evolution* or *Gran Turismo 3: A-spec*.

We all watched the recent events in the US in absolute horror, and can't begin to imagine the pain of those who lost family and friends. I don't want to trivialise the tragedy, but it's interesting to explore the reaction of the games industry to the attacks.

Is it a sign that the games industry is maturing that in the wake of the terrorist attacks so many games have been cancelled, re-tooled, pulled off the shelves or delayed? I hope so, because it can be easy to be cynical and simply suggest that once again the industry is running scared of the small numbers of vocal critics who believe videogames cause every social evil from mass-murder to obesity. I can't believe that just days after the tragedy the finger was pointed at *Microsoft Flight Simulator* – surely one of the most innocuous (and boring) pieces of software in the world.

It's obviously just too bad if some gamers have to make a tiny sacrifice and not get the chance to play a game because its release might have upset those touched by the terrorists. Respect is paramount. But we've got to be sensible here, and clearly not every game that shows a clenched fist, a gun or a 747 is going to re-open painful wounds. It seemed very odd that *Twisted Metal Black* has been put on hold when it is already out in the States and has no connection with terrorism at all.

A delay out of respect is wise, let's hope the innovation and flair of the games industry isn't hampered by knee-jerk reactions to a tragedy. Surely it should be up to the public to decide what they want to play.



AFL KICKS ON

The finals are over, but on the games front the real battle is about to begin as Acclaim fires the first shot in a war for sports gamers' hearts.

Grabbing the AFL license for the next four years, Acclaim is intent on taking some of the sports market EA has carved out. Acclaim will spend \$4 million on developing two types of AFL games across multiple platforms – coaching simulations as well as more traditional AFL sport sims. Essendon's Kevin Sheedy, one of the AFL's most known and outspoken figures, has been working with Acclaim for most of the year providing invaluable assistance to the project, and will be the public face of the coaching titles.

"It's a great opportunity to develop the game from a different point of view," the four-time premiership coach said. "We're really fast-tracking coaching here. When I started coaching there was hardly a book about coaching that you

could read. It's also a lot of fun, something you can sit down with your kids and play."

Electronic Arts previously held the AFL license, releasing three games (two on PC, one on PlayStation), all developed in the UK and not up to the same high standards as other EA Sports titles. Acclaim is using Australian developers to make its AFL titles and promises "world-class products".

"The AFL is by far and away the leading sports license in Australia, when you add the broad based appeal and lateral thinking of Kevin Sheedy, we know we can deliver great quality AFL product that is fun to play," said Greg Arthurton, Acclaim's Marketing Manager. Greg said Acclaim was hoping for big things from the AFL games, with projected sales of over half a million copies within four years.



EXPERIENCING THE PERFECT LOTUS POSITION

A brisk Melbourne morning wasn't able to deter a small mob of journo's from running right on time for the media launch of *Lotus Challenge*. Was this overwhelming display of punctuality in order to be the first to give the game a go or to ogle over the Lotus showroom dripping with high price tag boys' toys? PSM can't speak for the others, but there was no way we were missing out on a few

laps in the Lotus Elise and Exige cars at Calder Park Raceway. Targa Tasmania Rally winner, Greg Crick, discussed some of the game's finer driving aspects, such as the "life-like competitive race line the game's AI delivers".

Then as promised, we headed to the raceway, suited up, and spent the rest of the afternoon catching bugs the fun way – with car windscreens.

NEWS FLASH

The price is right

The highly anticipated price drop for the PlayStation2 arrived on September 28 – exactly six years after the original PlayStation went on sale in European PAL territories. The blue wonderbox now comes attached with the revamped price tag of \$499.95 – a fair chunk less than the original launch price of \$749.

Many prominent 'industry' figures have been quick to comment – the general consensus being that this latest move will assert the PS2's dominance in the market, particularly in the run up to the Christmas holidays.

Managing Director of Sony Computer Entertainment Australia, Michael Ephraim, stated, "As we have received economies of scale in production, we have passed these on to the consumer during the year. From November last year, PlayStation2 has sold at about three times the rate of the original PlayStation over the same launch period, and we are now ready to make the move to \$499."

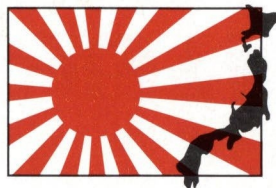
Ephraim noted that the price would remain subject to market conditions, but for now, let the good times roll.



OVERSEAS

BIG IN JAPAN

The latest PlayStation®2 news and rumours from the land of the Rising Sun.



DEVIL MAY CRY

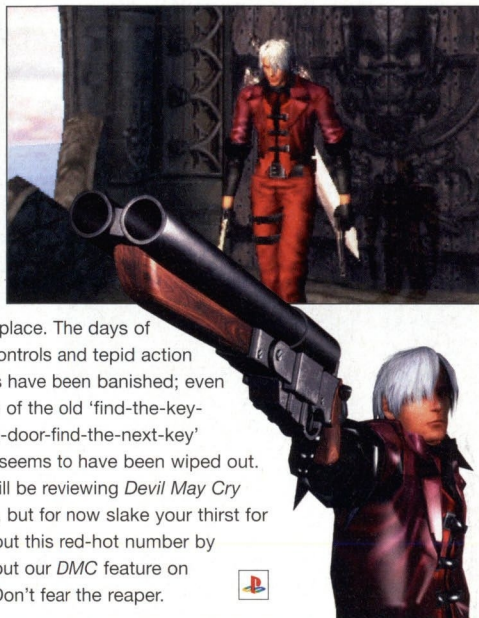


The much hyped 'Stylish Hard Action' (Capcom's term) follow-up to the *Resident Evil* series, *Devil May Cry*, has hit Japan with a vengeance.

Gamers across the country have been putting new bad-boy Dante through his paces, and the game is truly something to behold. Imagine the difference between the old *Bulls vs Blazers* on Mega Drive and an *NBA Jam* arcade machine and you get an idea of the type of transformation that

has taken place. The days of sluggish controls and tepid action sequences have been banished; even the tedium of the old 'find-the-key-unlock-the-door-find-the-next-key' gameplay seems to have been wiped out.

PSM will be reviewing *Devil May Cry* next issue, but for now slake your thirst for details about this red-hot number by checking out our DMC feature on page 58. Don't fear the reaper.



VIRTUA FIGHTER 4

Fight fans are marking down January 31 – the Japanese release date for the VF franchise's debut on PlayStation2.

Using your memory card to save grading info on top of extra training and AI modes, the PS2 version is also expected to be our two favourite words: arcade perfect.



DIGITAL DIGITS

In the "what the hell is *that* about?" stakes comes this (brown) little gem. If you thought dancing on a small illuminated platform or riding a plastic horse was a pretty sketchy activity to perform in a public arcade, check out the happy snaps of one of the more risqué arcade machines from our Japanese friends, *Boonga Boonga*.

Just try showing us a developer outside of Japan that would make *this*. What's the game about? Check out the pictures on the right and let us know.

We're willing to go out on a limb and say a PS2 conversion (with special controller) is 'doubtful'.



TOYKO GAME SHOW

The Tokyo Game Show has come and gone, keen gamers getting further glimpses of *Metal Gear Solid 2: Sons Of Liberty*, which, despite the demo and the existing movies, still managed to fire up the gaming juices with a sweet new trailer.



Metal Gear Solid 2

Get used to hearing "Game Of The Year Contender" associated with this one.



Onimusha 2

Expect an optimised combat system and lovely visuals in this super sequel.



Eternal Arcadia

Arguably one of the few competitors to the mighty *Final Fantasy* at this stage.



100 Swords

Sega's "strategic RPG" is more niche than mainstream, but still looks good.



Final Fantasy XI

The online RPG revolution will be led by the sequel to next year's *Final Fantasy X*.



Space Channel V (Part 2)

No, it's not next-gen TV aerobics – those wacky dancing babes are back!



THE JIM BEAM DEBATE

RETURN FIRE

Two industry veterans meet at a bar for a few drinks and a heated discussion. At stake are their reputations – and a bottle of Jim Beam.

Dan Lander
Journalist

The Golden Age of videogames is over.

Dan Lander: It's a sad thing, but the world of gaming seems to have taken the same route as television, pop music and fashion – all the best ideas have been thought before. With genres set in stone, every new game is just a weak twist on an old format. Are we ever going to have another 3D adventure to match the original power of *Tomb Raider*? There's nothing left you can add to the formula that isn't simply a gimmick. *Syphon Filter*, *Perfect Dark*, they just don't have the same original spark. How long can we keep getting excited about better scenery on racing games? *Gran Turismo 3* might look amazing, but at the end of the day, anybody who has worn its predecessors out is going to tire of it very quickly. You're still only throwing a virtual car around a virtual circuit, the same as we all did with *OutRun* 10 years ago. Die hard gamers might get off on the aesthetic pleasures of better technology, but for the average Joe who looks to a game as a unique escape, the experience is growing old.

Gaming has committed the *Rocky* crime – parts one, two, three, four, five... We've seen it all before.

Richie Young: I don't think gaming has taken the 'same route' as you've concluded. Nothing ever has the same romanticism that it had the very first time you saw or experienced them. There are plenty of examples coming soon that will show that videogame software still has plenty of 'spark'. I understand that plenty of gamers don't think the true 'next generation' games have arrived, but these impressions are based on early (and to some extent ill-informed) information. If we were to have this same argument in just a year from now, you'll be able to see first-hand that we are far from seeing the last of the great games. I have no qualms about making a personal prediction in saying that we're going to be having top-notch interactive experiences for years to come.

DL: I don't doubt there are new initiatives on the way that will breathe some life into gaming, and probably generate some fresh excitement – a new toy will always have appeal. But will this 'next generation' be greeted with the same hype and fervour that the games of the past have? I doubt it, simply because people are desensitised. We've already been baptised in the gaming

Richie Young
Games Editor

The best is yet to come.

world holy water, everything from here on in is simply the dogma and routine of that religion. The new ideas will continue to excite just like reality TV did, but people will get over it all quicker – just like they did with reality TV. They know the formulas, they've experienced the thrills and they've conquered the challenge. Where once upon a time every new game was a fresh fantasy, now they are nothing more than a second generation disposable amusement wallpaper to colour the background of our mundane lives.

RY: I think that you're addressing new initiatives with little emphasis. The 'new initiatives' are indeed very significant. With the advent of Internet connectivity, this is going to bring limitless opportunities to take gaming to even loftier heights to the ones seen in decades gone by. Playing online will open up an entirely new world of things, and that alone is enough to ensure the real Golden Age is yet to come. Work into new games shouldn't be dismissed either. We should always be wary when it comes to sequels and question whether they are cash-ins on the original marketing, but often they are solid in their own right. The blokes behind games like *GT3* put in work like testing and extensive audio recording so the car's behaviour is closely mimicked – solely so the player has a realistic experience – and this is too easily overlooked. This was far from the case for the retro racing games that preceded it. Technology has a lot to answer for, but as far as videogames go it's bringing about some great stuff. Further to that, you have new people entering the industry with new ideas and that's the main fodder needed for creativity.

I too look back fondly on those 'fresh' memories in terms of the entertainment that was available. As you said earlier, it can be seen that things like music and fashion have already been through a similar stage. Perhaps manufactured music does rule our airwaves right now, but real musicians passionate about what they do will crop up as long as there are instruments to play. And that hopefully will be forever. Videogames in this instance, are in the same boat.

DL: Ah, Internet connectivity. As Samuel L Jackson said to John Travolta, "That's an interesting point". If game designers do manage to take full advantage of the interactivity this offers, then we could enter a NEW golden age of gaming. I think the technology is still a little down the line, but you might be right, that could rock everyone's world.

Photo: Paul Suesse

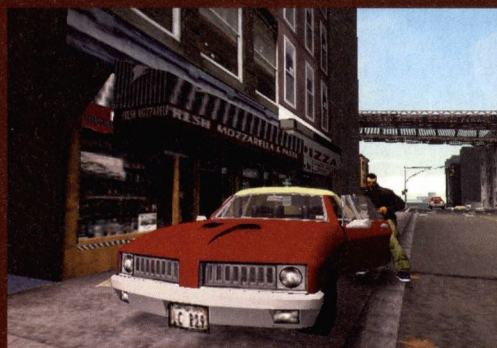


Many thanks to Jim Beam for sponsoring PSM's debaters.

Grand Theft Auto III

"RETURN OF THE ORIGINAL GANGSTERS"
- GAME INFORMER

"ONE OF THE MOST EXPLOSIVE TITLES EVER
TO GRACE A HOME CONSOLE"
- GAME INFORMER



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PlayStation®2



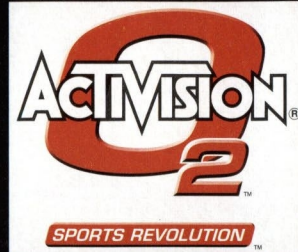
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Note: Rockstar will be following IDSA guidelines for M rated games in the marketing of this game.

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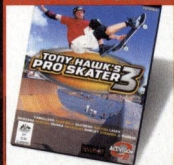


WIN YOUR OWN ACTION SPORTS PACK

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WIN THE GAME



WIN GLOBE SHOES



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To celebrate Activision's exciting new 'O2 Sports Revolution' action sports brand, Activision has generously provided PSM with 20 adrenaline-fuelled prize packs, with a total value of more than \$4,000. The major prize winner will collect their own cool Tony Hawk Skateboard, Tony Hawk's Pro Skater 3 for PS2, an MP3 player, tickets to the PlanetX Summer Games, a pair of Globe Rodney Mullen's shoes, some cool 'O2' clothing and accessories and essential Viking gear. The second best entry will score a Tony Hawk Skateboard, tickets to the PlanetX Summer Games, a pair of Globe Rodney Mullen's shoes and the 'O2' and Viking packs. The third best entry will score a pair of Globe Rodney Mullen's shoes and the 'O2' and Viking packs. Seven runners up will receive the 'O2' and Viking packs, and a further ten winners will score the 'O2' packs. To enter this competition simply answer the following question:

Q: In 10 words or less, what is the best thing about skateboarding?



HOW TO ENTER

Send all entries to *Official PlayStation Magazine*, PO Box 5537, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address, date of birth and phone number. Entries close November 27, 2001 and winners will be published in the January issue of PSM, on sale December 26. Good luck!

CONDITIONS OF ENTRY

1. Entry is open to all residents of Australia except employees and their immediate families of the Promoter and its agencies associated with this promotion.
2. Entries close last mail received 28/11/01. Only one entry per person permitted. This is a game of skill and chance plays no part in determining the winner. Each entry will be individually judged based on literary and creative merit. Judges' decision is final and no correspondence will be entered into.
3. The best entry, as determined by the judges, will win a prize pack containing a Tony Hawk skateboard (\$355),

Tony Hawk's Pro Skater 3 PS2 game (\$100), a Rome MP3 player (\$495), a pair of Globe Rodney Mullen's shoes (\$180), PlanetX Summer Games passes (\$60), an O2 kit (\$95) and a Viking pack (\$42). The second best entry will win a prize pack containing a Tony Hawk skateboard (\$355), a pair of Globe Rodney Mullen's shoes (\$180), PlanetX Summer Games Passes (\$60), an O2 kit (\$95) and a Viking pack (\$42). The third best entry will win a prize pack containing a pair of Globe Rodney Mullen's Shoes (\$180), an O2 kit (\$95) and a Viking pack (\$42). The next 7 best entries will each win an O2 kit (\$95) and a Viking pack (\$42). The next 10 best entries will each win an O2 kit (\$95). The total prize pool is

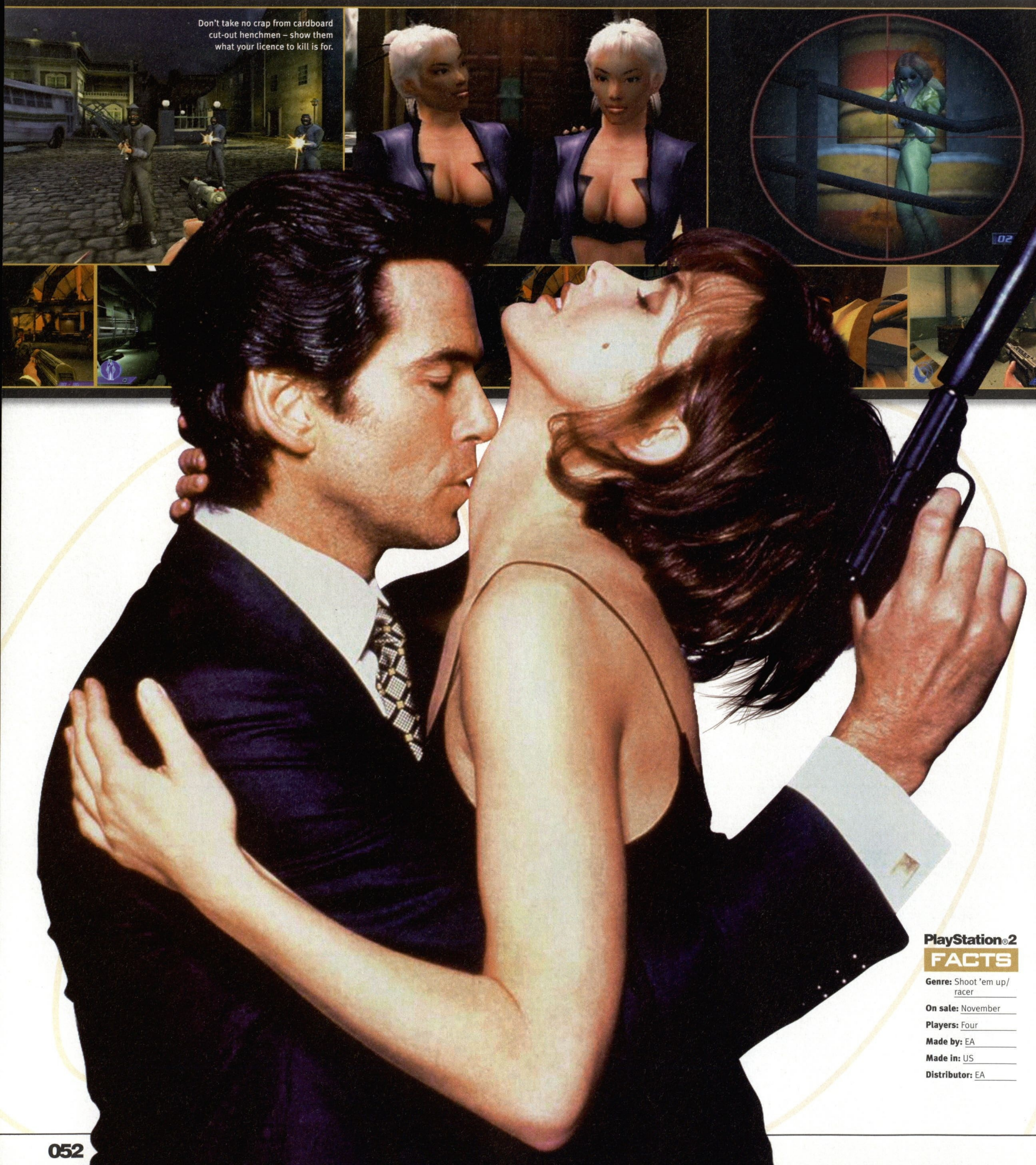
- valued at \$4,285. Prizes are not transferable or exchangeable and cannot be taken as cash. No responsibility is accepted for any variation in the value of the prize/s.
4. No responsibility is accepted for late, lost or misdirected mail.
5. Winners will be notified by mail. All entries become the property of the Promoter. The Promoter may use the entrants' names, addresses and literary pieces for any commercial purpose.
6. The Promoter is ACP Publishing Pty Ltd (ABN 18 053 273 546) of 54 Park Street, Sydney, NSW 1028.



Time for a new legend...



Don't take no crap from cardboard cut-out henchmen – show them what your licence to kill is for.



PlayStation 2 FACTS

Genre: Shoot 'em up/
racer

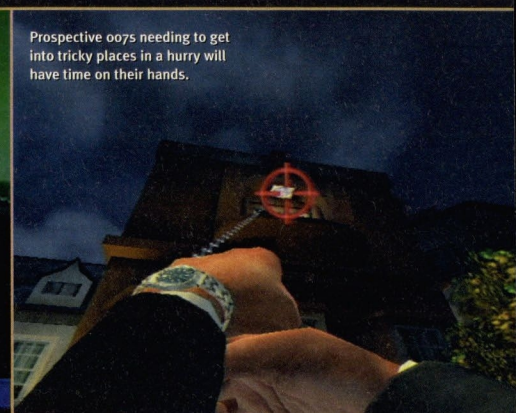
On sale: November

Players: Four

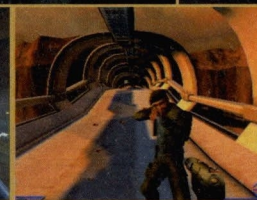
Made by: EA

Made in: US

Distributor: EA



Prospective 007s needing to get into tricky places in a hurry will have time on their hands.



WE'VE BEEN EXPECTING YOU, MR BOND...

Words: Troy Gorman

The world wasn't enough for Bond. Now he's back in an all-new high-flying, fast-driving, quick-shooting adventure on PS2. *PSM* takes a look at what we can expect from EA's *Bond-ing* experience.

007 *James Bond 007 – Agent Under Fire* follows the trusty Bond formula, from the hot babes and nifty gadgets right through to the speedy cars and world-threatening villains. Featuring an all-new single player storyline written exclusively for PlayStation2, *Agent Under Fire* stays true to the *Bond* legacy by delivering plenty of guns, gadgets and girls (including one bad one).

Playing as Mr Bond, it's your duty to defeat the evil female villain Malprave (a *Bond*-style villain's name if ever there was one) who, believe it or not, wants to take over the world with her company's clone technology and army of

clones. To assist him in his mission is the gorgeous Zoe Nightshade, along with a host of familiar characters from the movies.

The single player storyline is split up into three styles of gameplay – action, stealth and driving. Don't expect fully customisable control methods à la *TimeSplitters*, though Electronic Arts assures that there will be five differing combinations upon release, with the driving component offering a few further options for the control freaks out there.

As Bond, you stealthily make your way through the levels and complete objectives. These can include killing particular enemies, photographing items or stealing information. All the while you need to avoid or eliminate the bad >>



AGENT HISTORY

The gaming history of 007 is not quite as long and involved as Mr Bond's cinematic and literary history, but it is still worth recounting for the uninitiated.

EA had initially licensed two other titles for the PS2 – a racing game and a new version of *The World Is Not Enough*. But as the various schedules slid down the slippery slopes of time, EA realised that gamers wouldn't care for another conversion of a rather mediocre Bond movie. Instead, it elected to pool all its resources from both of those in-development Bond titles and create *Agent Under Fire* – the not-based-upon-a-movie-007-mostly-first-person-shooter-but-with-a-little-bit-of-driving game. Here are some of the more prominent titles Bond has appeared in during the last 16 years.



1. A View To A Kill (Commodore 64)

Release date: 1985

One of the first Bond games. There only may have been four stages, but it was hard, especially if you viewed the maps in 3D.

2. James Bond: The Duel (Mega Drive)

Release date: 1995

A formulaic side-scrolling effort on Mega Drive, with little to distinguish itself from the pack apart from the Bond name.



3. Goldeneye (N64)

Release date: 1997

Arguably the greatest Bond game to date. Based on the movie of the same name starring Pierce Brosnan, it was worth owning this game for the multiplayer mode alone.

4. Tomorrow Never Dies (PSone)

Release date: 1999

The first licence to kill on PlayStation, it was no *Goldeneye* (N64) beater, but it offered enough excitement for Bond fans.



5. The World Is Not Enough (PSone)

Release date: 2000

This chance to have a blast and relive the most enjoyable scenes from the movie suffered from simplistic level design.

6. 007 Racing (PSone)

Release date: 2000

This racer seemingly had all the perfect ingredients – 007, fast cars, big guns and flash gadgets – but they just didn't quite bond.

007

guys. The graphics are clear and varied, and while you won't be transported into a virtual reality land *Matrix*-style, they still do a good job of putting you into Bond's tux, shaken (not stirred) martini in hand notwithstanding.

The aim of *Agent Under Fire* is to provide gamers with the quintessential 007 experience. The team behind *Agent Under Fire* have studied the strengths of the recent *Bond* games on PSone and N64 and believe that they have incorporated all of the best ideas and evolved the series. Previous titles (excluding *007 Racing*) have been conversions of existing movies. The advantage of this approach has been that gamers could instantly relate to being Bond – you could fight Jaws or Trevelyan or Electra King. The unfortunate side effect of this method is that movies are made to watch while games are made to be interactive and what makes a good movie doesn't necessarily make a good game.

Agent Under Fire has freed the developer from these problems as the storyline of each level has been built around individual ideas. This doesn't mean that the plot is not important, but it does mean that the level designs are more flexible and play oriented instead of plot oriented. Another advantage is that the

storyline is revealed as the game is played. With movie-to-game conversions, most gamers have already seen the movie so any unexpected plot twists, such as revealing the baddie in *The World Is Not Enough* (TWINE), are lacking in any suspense factor. Equally, if the player hasn't seen the movie then the game can often give away juicy aspects of the movie.

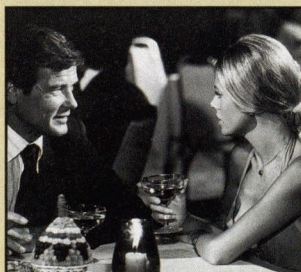
The *Bond* style of storytelling seems to work well with a first-person shooter and the melding of the two has in turn influenced this genre in general. The stealthy gameplay is combined with a lot of *Bond* clichés – guns, gadgets and girls – to make the player live the role of Bond, including the racy cars beefed up and armoured by Q, which haven't been fully utilised in past games.

Four of the levels in *Agent Under Fire* involve cars, which have two different styles of gameplay. The first style is an on-rails shooter and one level has you controlling Bond while your CPU partner drives the speeding vehicle through the streets of Hong Kong – it's your job to destroy enemy helicopters and cars as the vehicle you are in rips through the crowded streets. The second style is focused on racing, where you control three separate cars and race through the levels. These levels use a driving game engine and were developed by the *Need For Speed* team. Of course, as you are James Bond, the cars have been

“...level designs are more flexible and play oriented instead of plot oriented”

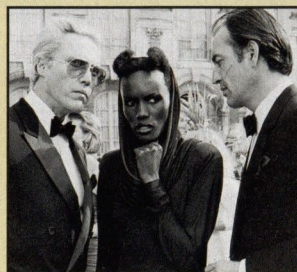
BOND BABES

The reason tuxedo sales to desperate men soared.



Character: Mary Goodnight
Movie: *The Man With The Golden Gun* (1974)
Actor: Britt Ekland

Swedish-born Ekland was a blonde bombshell destined to become a Bond babe. Always noticed, she had blokes swooning over her every move, including actor Peter Sellers, music guru Lou Adler and rock star Rod Stewart. Her last movie was in 1994 and was called *Az Aldozat*.



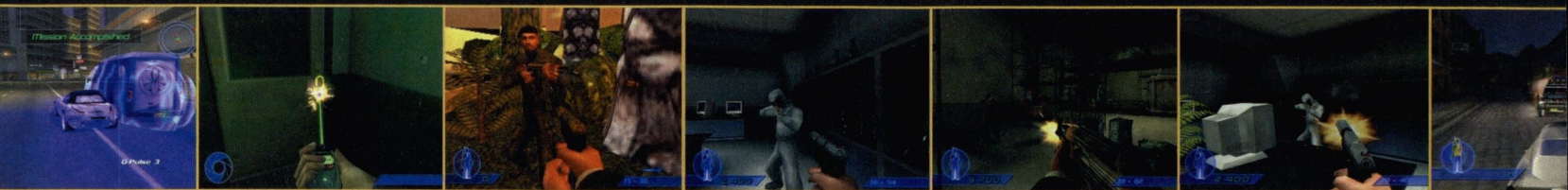
Character: Mayday
Movie: *A View To A Kill* (1985)
Actor: Grace Jones

Grace Jones first found fame as a model and a singer. Her stage act was an experience to behold, as it included live lions and leopards. Grace is renowned for many things, including her partying at the legendary Studio 54. Her solid physique also became a personal trademark.



Character: Honey Ryder
Movie: *Dr No* (1962)
Actor: Ursula Andress

Back in the 1960s, this Swiss beauty was widely-known as the 'most beautiful girl in the world'. *Empire Magazine* even included her in their '100 sexiest stars in film history'. Andress indeed hit the big time in Hollywood, but chose to pursue a career in Italian cinema in later years.



“Sometimes the action pauses for a second while the camera pans to important scenery”

given the gadget treatment by R (Q's protege) and contain all kinds of hidden weapons and features for resourceful special agents to make use of.

The driving sections are reasonable, but tend to break up the flow of the gameplay somewhat. The levels don't compare to a dedicated driving game and simply serve to break up the action. If you're after a dedicated first-person shooter, look elsewhere. You'll be expected to change your tactics to suit the style of genre the gameplay is slanting towards right when you're in the thick of things. Some levels are quite long and need to be re-loaded part of the way through. The good news is that if you make it to the halfway point and are killed, you can restart from that point.

The presentation of the game is brilliant and the cut-scenes are well paced to keep the story flowing. Taking place at the start and end of levels as well as during them, the cut scenes retain the feel of a *Bond* experience. The action will pause at relevant points momentarily while the camera pans to an important piece of scenery, such as an access point for using the Q-Claw.

The Bond character in the game hasn't been modelled on any of the past actors who have played him. He does have short dark hair like Pierce Brosnan, but his features are different. The character of R has only appeared in one movie, and was played by

Monty Python and *Fawlty Towers*' comedic genius, John Cleese, but the R character in the game also looks different from his silver screen counterpart. The models' facial expressions are extremely well done; not only is the lip-synching perfect but they also show emotion in a subtle fashion.

The in-game soundtrack rounds off the atmosphere perfectly. The familiar *Bond* theme has been included, as well as various orchestral scores. The stealthy levels feature softer music while the more action-packed sections and driving levels sport faster tunes. The gameplay also alters the speed and pace of the music, much in the same vein as *Metal Gear Solid*. For example, familiar background music will be playing as you are moving through your paces, and then when you come across an enemy or are attacked, the music becomes more frantic.

The range of top-drawer single-player first-person shooter experiences on PS2 is pretty skinny, but *Agent Under Fire* has all the right ingredients to top the list, not even taking into account its excellent multiplayer mode. As long as Electronic Arts can succeed in its attempt to concentrate on the genres it has already implemented without breaking up the flow of the gameplay, the end result should be a game Bond himself would be proud to associate his name with.

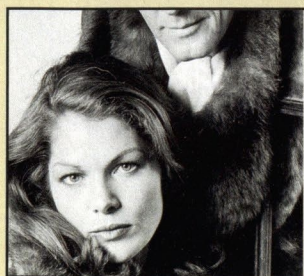


GO-GO-GADGET!

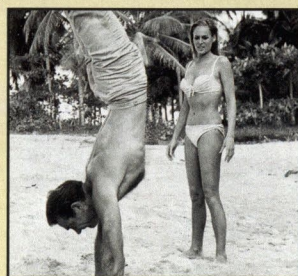


The Q-Claw is just one of the gadgets developed for *Agent Under Fire*. It shoots out of Bond's mobile phone, which also fires lasers, and 007 carries a lock pick and x-ray specs for finding hidden corridors. Weapons and gadgets use different action buttons, so both can be accessed at the same time. No more fiddling around trying to scroll from lock pick to rocket launcher before getting shot in the back of the head.

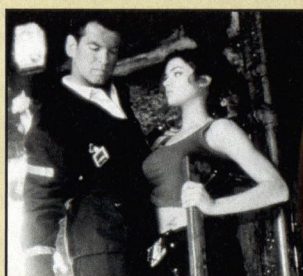
Speaking of gadgets, some buyers of *Agent Under Fire* will have a Global Positioning device in their game box, resulting in them being tracked down for smart *Bond* promotional action. Read more about it on page 42.



Character: Dr Holly Goodhead
Movie: *Moonraker* (1979)
Actor: Lois Chiles



Character: Pussy Galore
Movie: *Goldfinger* (1964)
Actor: Honor Blackman



Character: Dr Christmas Jones
Movie: *The World Is Not Enough* (1999)
Actor: Denise Richards

This tall Texan was originally cast as Anya Amasova in *The Spy Who Loved Me* (1977), but for various reasons could not take the part. She was promised the *Moonraker* role, however, which was the most expensive Bond production at the time. These days Lois can be seen in *Speed 2*.

Blackman's Pussy Galore is arguably the best Bond Babe name yet and she was a feisty character at that! Her first encounter with Sean Connery's 007 saw her apply a nasty judo arm lock, which saw him come out second best! Blackman was born in 1927 in London. An original fox!

PSM couldn't compile a Bond Babe list without Ms Richards! Denise shot to infamy of sorts when she starred alongside Neve Campbell and Matt Dillon in 1998's *Wild Things*. She's since had a string of constant roles, the latest being *Undercover Brother*.



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The background of the cover art features Kain, a character with blue skin and long black hair, in a dynamic, crouching pose. He is wearing a dark green tunic and blue pants. His right hand is holding a sword with a blue hilt and a silver blade. A large, green dragon is coiled around his left arm, its head near his face. The dragon has yellow eyes and a long, pointed tongue. The background is a dark, cloudy sky with a bright light source on the left, creating a dramatic silhouette effect.

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EIDOS
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Words: Narayan Pattison

THE CRYING GAME

With more scares than *Resident Evil*, cooler gunfights than *The Matrix* and the biggest sword yet seen in a videogame, *Devil May Cry* may just be the game of the year.

The fact that the PS2 can push a few million polygons without breaking a sweat is a fantastic step forward for videogames. Unfortunately, this 3D power can sometimes cause more harm than good. Looking at the catalogue of games currently available for PS2, it's obvious that far too many developers have approached their games with the philosophy of 'what sort of ideas can we come up with to make the most of these amazing graphics' rather than 'how can this extra power help create something that's more fun to play?'

The moment you pick up *Devil May Cry* it's obvious that this is one of those rare games in which fun is first and foremost in the developer's mind.

DMC began life as *Resident Evil 4*, but rather than being constrained by having to keep the feel of the game close to the originals, Capcom decided to start a whole new genre, dubbed 'Stylish Hard Action'. While the phrase sounds like it's been borrowed from a porn movie cover, when games of this calibre are the result, PSM is happy to let Capcom call them by whatever terms they please.

Those with a keen eye for digital protagonists have encountered their fair share of Solid Snakes and Duke Nukems, but there's no doubt DMC's Dante has elevated beyond such pretenders in the pantheon of badass game characters. In the opening scene a girl on a motorcycle smashes into his office, roasts him with a volley of fireballs from her fingertips, plunges a four foot sword through his chest and tosses her motorcycle on top of him. Dante is so unfazed by her attacks that after knocking the motorcycle to the side and pulling the sword out of his ribs, he happily accepts her decidedly unorthodox plea for help, and heads off to a spooky looking castle to punish its evil, would-be world-conquering inhabitants.

It's a decent enough story but we all know the meat of the game is about kicking the crap out of the supernatural spooks and DMC certainly excels in this. Beginning the game with a pair of pistols and a hefty sword you'll spend the first few minutes just admiring how cool the game looks and how much fun it is to mix up your slashing and gun-blazing attacks. The most noticeable thing about Dante is the indifference he displays to the incredible situations he finds himself in. If Dante is >>



What Dante loses in charisma to a typical *Resident Evil* cast member he makes up for in terms of attitude.

PlayStation®2 FACTS

Genre: Action/adventure

On sale: November

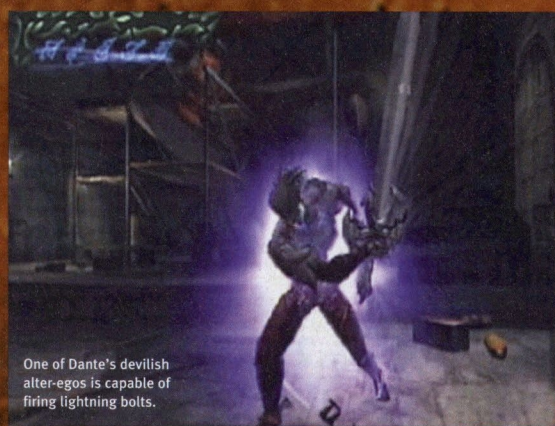
Players: One

Made by: Capcom

Made in: Japan

Distributor: THQ

“...Dante has elevated beyond such pretenders in the pantheon of badass game characters”



One of Dante's devilish alter-egos is capable of firing lightning bolts.

WHO'S THE BOSS?

After the usual mutated freaks that have become commonplace in the *Resident Evil* games, these swordsmen and killer animals are an enjoyable, if lethal, change of pace.

Phantom

Arachnophobics beware. The first boss is a lava spitting, trash talking spider the size of a tank. You'll need more than a can of Mortein for this baby.



Shadow

Capable of all manner of unpredictable attacks, this evil, yet cuddly shadow wolf can morph into a spike and stab out at you from long range.



Nero Angelo

The doppelganger swordsman, Nero is capable of firing blue energy blasts at you as well as a whole nasty suite of devastating slashing combos.



Cyklops

A giant sparrow isn't the most terrifying idea for an end-of-level boss, but one round with this winged terror will alter your way of thinking.



Nightmare

One of the most unpleasant bosses in the game, this pile of goop can change into an armoured battle machine when he's in a bad mood.



Better the devil you know: Trish co-stars with Dante in *Devil May Cry*.

» walking along a corridor and a monster crashes through the wall beside him, pressing the attack button sees him casually pull at his pistols and blaze a storm of lead into the foe without breaking stride, or even turning his body to face the enemy. This complacency is even more noticeable after Dante has picked up a shotgun. He struts around holding the shotgun in one hand, blasting monsters into chunks of gore and reloading his weapon with a flick of his wrist, and he does it all with less concern than most of us couch cowboys would apply to the selection of snack foods we're mulling over for our next gaming session.

After the immediate excitement wears off you'll have time to notice the subtle things like the constant attack rankings you are rewarded with and the surprising number of moves Dante is capable of. The game actually gives you constant feedback on how stylishly you are playing and uses this to determine overall rankings at the end of each level. Don't be surprised at the amount of 'Dull' ratings you receive if your battle plan involves standing 10 metres away from an enemy and pumping bullets from afar. To receive ratings like 'Awesome' and 'Stylish' you'll

"The game actually gives you constant feedback on how stylishly you are playing..."

have to perform dizzying combos of attacks on the enemies. Varying the speed at which you hammer the sword button will provide a number of satisfying combos, but for the really high ranks you'll have to mix them up with special moves. By performing an uppercut slash you can lob enemies into the air and then pull out your pistols and juggle them in the air with repeated gun blasts – this looks especially cool when using bigger weapons like shotguns and grenade launchers.

On top of Dante's already impressive arsenal of sword and gun attacks, he is capable of taking advantage of a sort of rage meter to change form into one of two demon characters. By landing blows on enemies and taking damage himself, Dante's rage increases and so does his demon meter. With »

HISTORY LESSON



Ghosts 'N' Goblins



Street Fighter 2



Resident Evil



Dino Crisis

Arriving on the scene in the mid '80s with platforming classics like *Ghosts 'N' Goblins* and *Megaman*, Capcom soon earned the respect of a legion of gamers. Starting off the '90s with the popular beat 'em up *Final Fight* and following it up

with the ridiculously successful *Street Fighter 2* was what really put the company on the map though. After ruling the beat 'em up world for years Capcom turned its sights to the survival horror genre. *Resident Evil* was the first horrific

entry and in a single lurching step it took the world by storm. A couple of *Dino Crisis* games and four *Resident Evil* games down the track Capcom has again changed course and delivered its most ambitious and exciting game yet, *Devil May Cry*.

...and his mate.



THE KILLING GAME

Being the son of a demon, Dante is no stranger to a good bout of biff and happily channels his aggression into a staggering variety of attacks.

Sword Combo

Depending on how you time your attacks, you can use Dante's sword to slice the enemies up with 3-5 hit combos. Don't try this at home.



Juggling

An upward slash is enough to hurl foes into the air. They are then prey to being juggled by your pistol, shotgun or grenade launcher.



Stinger

In true demon fashion Dante is able to charge along the ground at lightning speed, thrusting his sword in front of him in a deadly spike.



Round Trip

Dante takes a some inspiration from Australia's Aborigines; sending his sword spinning out, it returns like a boomerang.



Air Raid

After Dante has transformed into the lightning demon he is able to fly around raining lightning down on his foes. Rayden who?



Vortex

Another lightning demon move allows Dante to plough straight through his enemies in a sort of spinning cannonball of death.



Inferno

When in fire demon mode, Dante can leap into the air and hit the ground so hard that lava erupts all around him.



Meteor

Like Inferno, this is another great fire demon move that sees Dante roasting enemies with fireballs the size of basketballs.



Magma Driver

In a homage to Capcom's *Street Fighter 2*, Dante can also perform a flaming uppercut when in fire demon form.



Devil May Cry's totally fresh approach is set to change the 3D action adventure genre for good.



"It's not uncommon to see Dante tackling up to six enemies at once with well-aimed shotgun blasts..."

» a full meter and lightning sword in hand, Dante can transform at will into a blue demon wreathed with lightning; if he's using his fire gauntlets, the same meter can be used to turn him into a flaming demon. Activating the lightning demon transformation will see Dante covered in a shower of electricity as his skin hardens, fangs grow and wings sprout out of his back. Good looks aren't all Dante's demon form offers either. As well as increased speed, strength and healing abilities, he can now fly about the screen raining lightning bolts down on his enemies and pummeling them with a human cannonball move. In contrast to the long-distance attacks of the lightning demon, his fiery brother prefers much more up close and personal action. Standard attacks with the fire gauntlets include a lot of flaming punches and kicks, but the special moves include massive fireballs, flaming uppercuts, even walls of fire. It's not uncommon to see Dante tackling up to six enemies at once with well-aimed shotgun blasts before rushing into a pack of them with a charging sword lunge, hacking them to pieces, spicing things up with a grenade blast, then backflipping out of the way before things get nasty, and taking to the air in demon form and charring them into submission with a hail of lightning bolts.

Surprisingly, despite the lengthy list of available attacks, they're all relatively simple to perform and will become second nature quickly. After only a short amount of time with *DMC* it's possible to be the author of spectacular scenes of destruction that will leave your mates' jaws hanging and their hands grabbing for the controller.

While it is clear that *DMC* is cut from the same blood-soaked cloth as *Resident Evil*, there are a number of welcome improvements. Hearing the dull click of an empty gun barrel in *Resident Evil* and realising you're out of bullets and have to resort to battling bloodthirsty hordes of zombies with your trusty pocket knife may have added to the 'realism' but it didn't really push the envelope in the fun stakes. *DMC* demonstrates a willingness to sacrifice a little authenticity in return for keeping the intensity high and the action coming. Bottomless clips for your guns leave your trigger finger free to fire unlimited streams of bullets into foes and create hefty piles of both enemy bodies and empty bullet cases on the floor.

The primary function of the enemies in *Resident Evil* was as a moving obstacle that slowed down your endless hunt for keys and objects to solve puzzles with. However, *DMC* offers a new direction, with only a handful of keys and other door-opening artefacts in the entire game. Ninety-nine per cent of the doors in the game are unlocked by simply clearing the room of its pesky villains.

Finally, and most glaringly obvious when comparing the two, *Resident Evil's* heroes may have only wandered around ever so slightly faster than the hordes of undead limping after them, but Dante whisks around levels faster than Cathy Freeman and with more agility than a Russian gymnast.

Freed of the constraints of limited ammo and locked doors, *Devil May Cry* is overflowing with so much pure action that you'll be glued to the screen until the tears start rolling from your eyes. Check back with *PSM* next month for the exclusive review of this devil of a game.



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ON THE DISC

PlayStation®2

FACTS

Genre: Racing

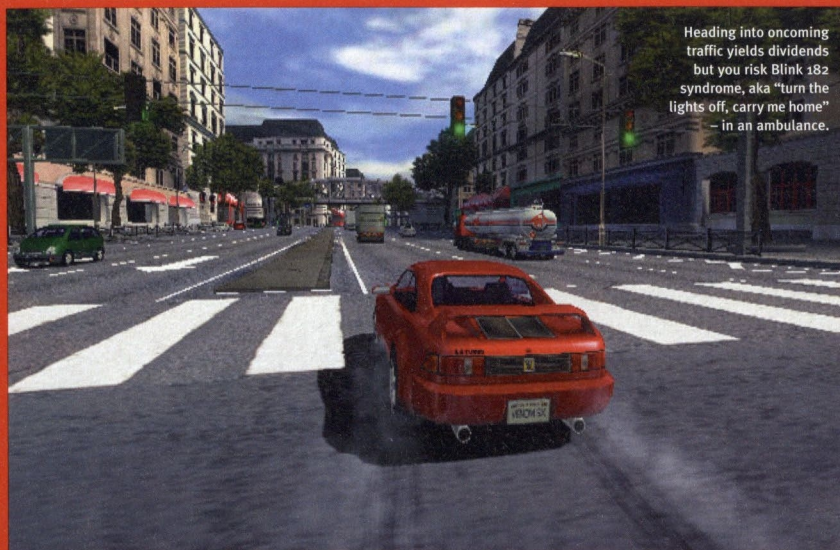
On sale: November

Players: Two

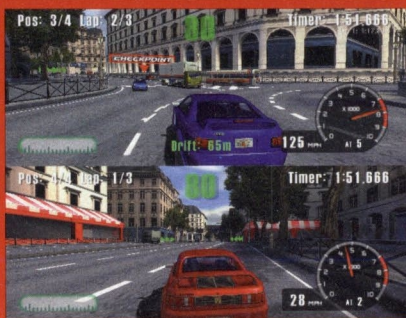
Made by: Criterion

Made in: UK

Distributor: Acclaim



Heading into oncoming traffic yields dividends but you risk Blink 182 syndrome, aka "turn the lights off, carry me home" - in an ambulance.



Burnout doesn't have pedestrians to run over. You ram into people in their cars instead.



BURN, BABY, BURN

Words: Jason Hill

Criterion is banking on racing fans being in need of a new adrenaline rush come November. Enter *Burnout*.

Here's a challenge: try and come up with an innovative idea for a car racing game. Give up? It's simply not possible. Everything has been done before. But that's no excuse for a developer to simply churn out a game we have seen dozens of times before. With *Burnout*, Criterion has shown that you can still create something exceptional by improving on and combining good ideas from the past. *Burnout* mixes a wicked pace with huge numbers of intelligent cars to create fast paced action and excitement.

Criterion Creative Director Alex Ward knew that the two biggest genres in the industry are racing and sports, and the company wanted to prove themselves with a hit in one of those areas. "We didn't want to take on FIFA, so we opted for racing," he said.

"We sat about a lot and worked out where we compete in the genre," Alex continued. "We originally planned a mission-based driving experience à la *Driver*. We wrote a whole storyline about the player being a rookie policeman sent out on a variety of missions - from fetching doughnuts for the boss to chasing robbers. After a month or so, we ran out of steam. We all thought the game was a bit lame and that we'd all rather go and buy the next *Driver* game when it shipped. So it was back to the drawing board."

MOMENT OF INSPIRATION

Designer Chris Roberts, who used to be a film student, then started talking about a French short film called *Rendezvous*. It's a manic ride through the streets of Paris, shot with a camera strapped onto the front of a Ferrari. "The next day *Ronin* came out on DVD," said Alex. "We got excited about making an arcade racing game, with the emphasis of speed and racing on busy roads where you could crash at any moment. We threw away ideas of having a storyline and instead focused more on the gameplay experience."



ABOUT CRITERION

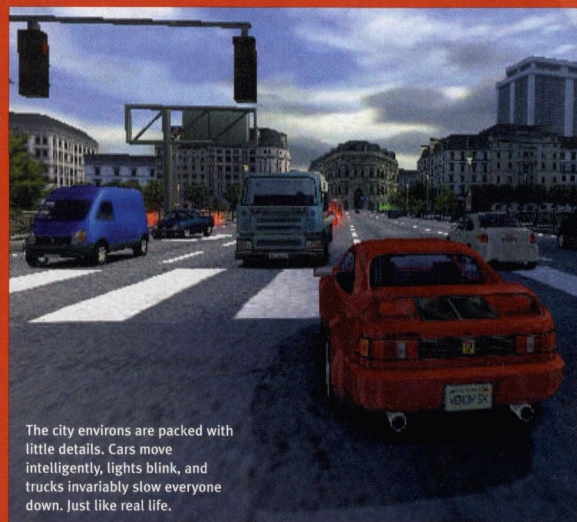
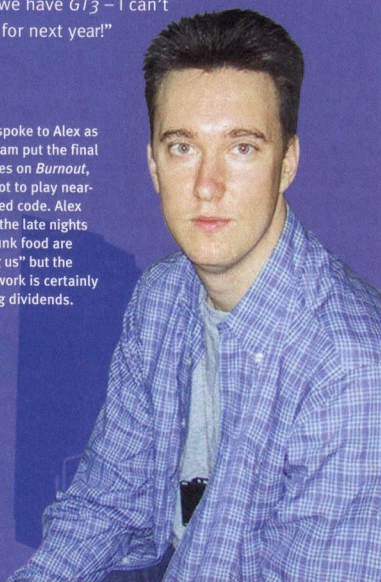
Criterion is best known for providing middleware tools to enable other developers to more quickly and easily release games onto the market. *Burnout* and *AirBlade* (both due for release this Christmas) mark them as one of the most significant developers in Europe.

"Criterion has two main divisions – a software engineering division, Criterion Software, and a videogames division, Criterion Games," said Alex Ward. "The software engineering division is very well known and has established a strong reputation as the leading provider of tools and middleware to the games industry, with the incredible successful Renderware product. Historically, the games division was a small add-on to this company. The early PC titles it put out were very much technology demonstrations – all graphics and no gameplay."

Alex said the company began working on the "super-secret" successor to PlayStation "a long time ago", working closely with the team at Sony Japan. "The Criterion engineers were some of the first people in the world to work on the machine. With the arrival of the PS2 technology, the Games division changed significantly. Many new people joined, and the division was reborn. No more PC titles that didn't sell, it was time to compete – to make great games that people want to play. Hence this year, we are shipping two titles – *AirBlade* for Sony and *Burnout* for Acclaim."

Alex said the team loved the PlayStation2 hardware. "We've got a lot of experience already internally on the machine. It's tough, but then it's always been tough. It's an incredibly powerful machine and I can safely say that developers are still only scratching the surface of the machine. Think back to PSone – early *Ridge Racer* and *Toshinden* – then flash forward to *Metal Gear* and *Tekken 3* – incredible leaps. We're only one year in and we have *GT3* – I can't wait for next year!"

PSM spoke to Alex as the team put the final touches on *Burnout*, and got to play near-finished code. Alex said "the late nights and junk food are killing us" but the hard work is certainly paying dividends.



"WE'RE DEFINITELY PUSHING A LOT OF POLYGONS HERE. THE GAME HAS A REALISTIC LOOK SO WE'RE USING LOTS OF BIG DETAILED TEXTURES..."

– Alex Ward, Creative Director, Criterion

» "We watched a lot of films – our main inspirations were *Rendezvous*, *Ronin*, *Goldeneye* and the Jackie Chan flick *Who Am I?* We wanted to move away from being another street racer and develop our own style as a driving experience. In gaming, we were heavily influenced by great Sega titles such as *Daytona*, *LA Ridders*, *Crazy Taxi* etc. And also the original *Need For Speed* on 3DO. We wanted all players to enjoy a speedy and sensational experience. We wanted the crashes to be exhilarating and spectacular."

KICKING THE TYRES

The word 'exhilarating' is right on. As soon as you pick up the joystick you're weaving through crowded streets at high speed, the heart rate instantly quickening. It's what a good arcade game should be – pure fun.

What really makes the game stand out is the amount of intelligent cars on screen at once. Alex says there are over 300 cars on each course at any one time, and in a *Marathon* you're passing over 1000 cars as you race. Watch carefully and you'll see that the traffic acts incredibly realistically, responding to your manic driving and frantic horn-blowing (see "Traffic Jam").

The other racers aren't dim, either. When asked what he was most pleased with in the game, Alex stated "watching the AI drivers drive intelligently and aggressively through the traffic ... watching them get it wrong and crash up ahead of you as you swerve at the last minute and race past them. It's a great *Days*

Of Thunder-type moment – where Cole Trickle hears there is a crash ahead, can see the smoke and crash, and then has to decide what to do."

LAYING DOWN THE GAUNTLET

Players race against three opponents across 14 courses worldwide. The environments are rich, detailed and vibrant, so much so that the game would certainly not look out of place in the arcades. It has a big draw distance, no pop-up and a constant frame-rate. Alex said the game was "definitely a second-generation PS2 title". "We're definitely pushing a lot of polygons here. The game has a realistic look so we're using lots of big detailed textures."

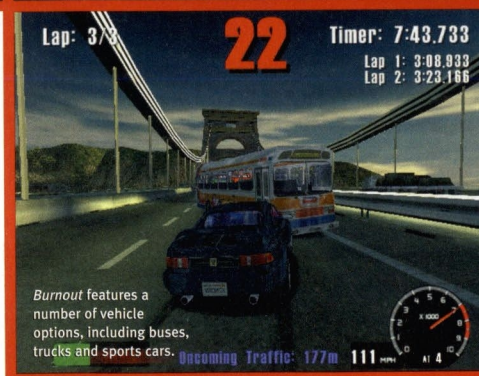
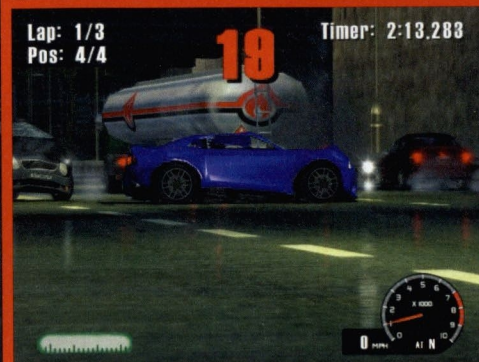
Arcade-style games typically suffer from a lack of depth and longevity. Despite how much fun *Burnout* is to play when you first pick it up, Criterion has to be mindful of keeping gamers addicted. When asked how they are trying to ensure depth, Alex replied: "By making it two dollars a play!" But he quickly added that arcade doesn't necessarily have to mean shallow. "You know, I'm still playing *OutRun* 15 years later. It has one car and one long course. *Burnout* has 14 courses and 10 cars. There are some good game modes in there for players to unlock, plus the unique *Marathon* courses (where two or three stages link together forming a huge 30-minute lap!) We've focused on making the game accessible, rewarding and exciting. I hope players will enjoy the experience."



TRAFFIC JAM

One of the most impressive features of the game is the incredibly realistic traffic. Alex said the traffic is made to behave "much like traffic in the real world, with a little help from the designers, so you get a very good feeling of a real city." Criterion created an editor which can tweak a car's behaviour, with variables such as speed, type of driver, lane changing behaviour, etc.

"Even though we give the designers control, there are certain automated behaviours to make things look sensible," Alex said. "For example, all traffic will leave a gap between them and the car in front, so if the car in front slows down they will also slow down. We also have traffic lights in the game which all traffic will obey. When stopping for lights they will leave a small gap between them and the car in front, even if the car is a player or AI car. This is cool because if the player then moves out of the way, the traffic will close that gap – it gives a good sense of realism to see them respecting what all the other cars do on the road."



type cars. We don't all drive tuned up GT cars everyday. But we do drive a wide range of vehicles, and we wanted to give the player a sensational drive no matter what they drive."

The cars may look realistic, but they aren't licenced, leaving the developers (and players) free to trash them. High-speed accidents create plenty of fender-bending action, and lovely quick replays let you savour the carnage without slowing down the pace of the game. Alex said at no stage did Criterion explore the option of using real cars. "It would have delayed things, and definitely delayed signing the game with a publisher. Having cars that evoke emotions of cars is quicker and doesn't restrict the gameplay."

SUM OF THE PARTS

Much effort has been put in the game to make crashes appear as realistic as possible. Alex said crashes were the best part of the original *Need For Speed*, and players often enjoyed fender-bending as much as winning. "We wanted the accidents to be exciting but not too far fetched. If you see a crash on the freeway, the cars don't fly through the air like they do in movies."

Burnout mightn't be the most innovative game on store shelves this Christmas, but it promises to be one of the most exciting. It is simple to pick up and play, has dazzling visuals, amazingly realistic traffic and fiercely determined racing opponents. We're sure to be blowing the game's horn again next month when it comes up for review.

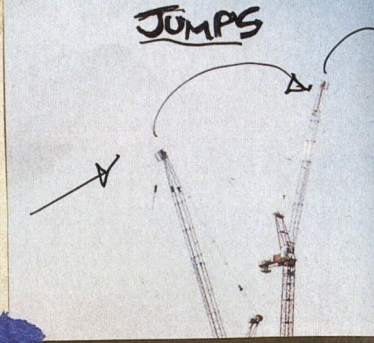


THE FAST AND THE FURIOUS

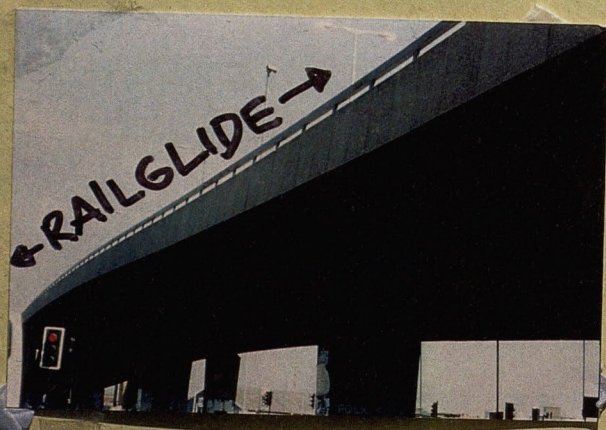
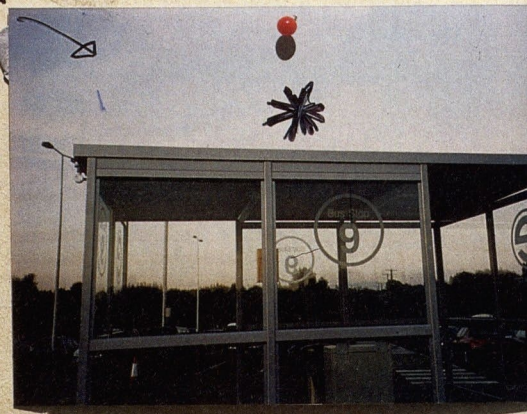
Vehicles to drive include buses, trucks and sports cars. Alex said the team wanted to include many different vehicle types, "just like in real life". "You can drive the types of vehicles we all drive every day, from small compact type cars to sports and saloon

"...WE WANTED TO GIVE THE PLAYER A SENSATIONAL DRIVE NO MATTER WHAT THEY DRIVE"

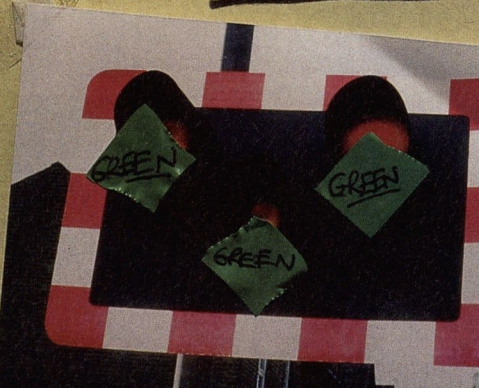
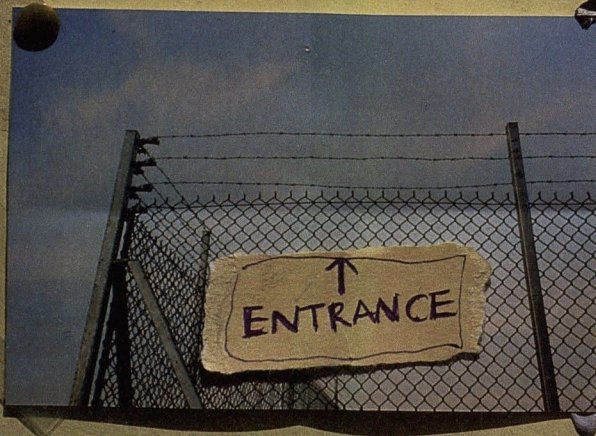
— Alex Ward, Creative Director, Criterion



***TRICK
PLATFORM**



FAME



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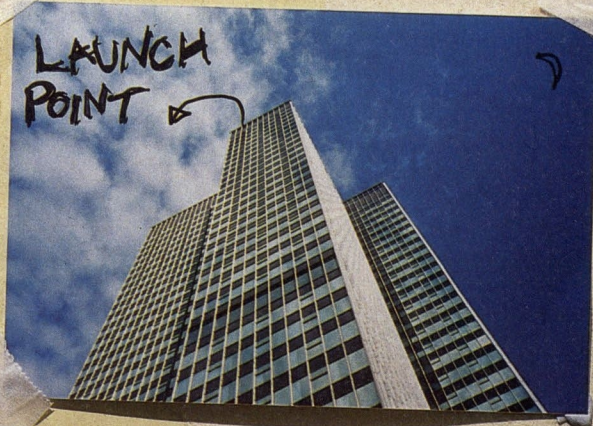
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PlayStation 2
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preview

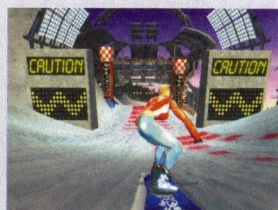
SSX Tricky, sure to be a dominant force on store shelves on release, is the leading light in this month's motley crew of stars on the horizon.



SSX TRICKY

070

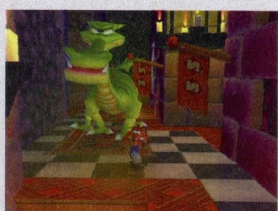
SSX Tricky is ever closer. Pop fans should note that it *isn't* Jamiroquai above left, but a different two-dimensional cartoon character with an inflated head.



CRASH BANDICOOT: THE WRATH OF CORTEX

072

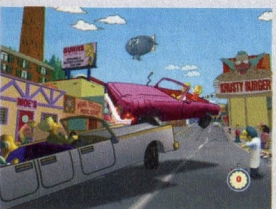
Bandicoots aren't the most charismatic nor fear-inspiring of animals. That hasn't stopped *Crash* from selling gazillions on PSone, however. Now it's PS2 owners' turn to manipulate the marsupial.



FIFA 2002

073

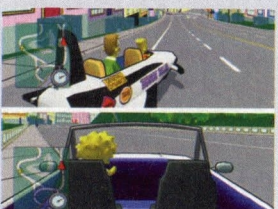
EA looks set to rejig the old workhorse and bring it up to speed in the race for roundball supremacy. With the World Cup next year, will *FIFA 2002* be the game we re-enact highlights on?



SIMPSONS ROAD RAGE

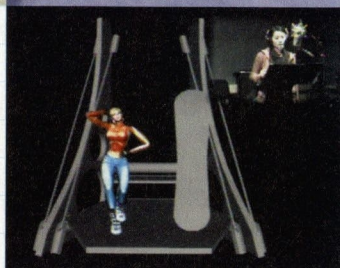
074

Not only does this game look good, but it's shaping up to be a Simpsons licenced title that plays well to boot. Has the world gone mad? What next? An original *Army Men* game?



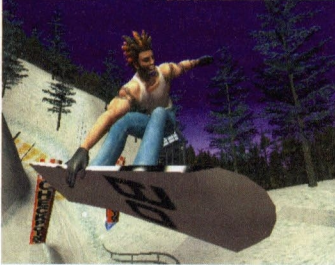
BACK CHAT ↑

The characters blurt out lots of new comments and taunts as they hurtle down the slopes, and have been recorded by the likes of Lucy Lui, David Arquette and Billy Zane. The soundtrack is no slouch either, and can be output in Dolby Digital if you have the means.



BIG (H)AIR ↓

There are two new circuits and all the original's tracks have been enhanced. Snowdream is now a grinder's paradise, and the flawed Tokyo Megaplex has been even more dramatically altered. Any niggles from the first game, like the shifting frame rate, are being addressed.



OPINION

For: Hilarious fun whether alone or with mates. Enough new features to keep it fresh and exciting, and the extra storylines add to the rivalry aspect.

Against: Players who quickly tired of the original probably won't be enticed back by the new features, as the core gameplay remains the same.

What We'd Change: Some of the characters get knocked over a little too easily. If you get whacked (now more frequent with the rivalries) it's hard to catch up.

PlayStation®2

FACTS

SSX Tricky's older brother, SSX, was the primo launch title for PS2, and more than any other title really highlighted even at that early stage the immense potential of the PlayStation2 architecture.

Genre: Snowboarding

On sale: November

Players: Two

Made by: EA

Made in: Canada

Distributor: EA

SNOWED under

SSX TRICKY

Get set to hit the slopes in style again. The PS2's best launch game has some new tricks up its sleeve.

Apolologies to the excellent *TimeSplitters*, but there is little doubt that *SSX* was the best launch title for PlayStation2, seizing the number one spot of the sales charts for weeks on end after its release. It was outrageously fast, gorgeous, loads of fun and was a true next-generation experience. With the deserved success of *SSX*, EA toyed with the idea of releasing a DVD update of the game with a few tweaks. Instead, now we've got an almost fully-fledged sequel that should provide more than enough new features to keep fans happy and recruit a whole legion of new admirers.

The biggest additions are the new characters and tracks. There are 12 characters, with six newcomers including big mouth Eddie, super-cool Brodi, mullet-wearing Luther and sexpot Marisol. New rivalry bars shown before the race change over time according to your actions and level of success on the slopes.

There are nine tracks, including all seven from the original game and two new locations – Garibaldi and Alaska. Garibaldi is a rookie's course in British Colombia, with plenty of big air and multiple routes. Alaska is *Tricky* at its wildest, a super-tough course featuring near-vertical sections and huge drops. There's also an underwater tunnel and a dangerous short cut grinding between electricity pylons. All of the other tracks have been enhanced and modified, some beyond recognition, mostly to offer bigger air, new short cuts and new grinding opportunities. You can get a feel for how EA wanted the game to be even more extreme in the behind-the-scenes DVD movies. Switch to the Showoff mode and you'll discover the courses are different again, with additional background and interactive elements.

Then there are the new 'Uber' tricks. Fill the 'Tricky' meter and then perform difficult, but fantastic tricks off the board mid air, all the while grooving to the sounds of Run DMC's *It's Tricky*. The tricks are often hilarious – watching your character flip in the air then perform a handstand or splits on the board makes us giggle every time. There's even *Matrix*-like rotating camera pans for those really stylish airs.

Better than SSX? You bet.



Jason Hill

“The biggest additions
are the **new characters**
and tracks...”

LIGHT MY FIRE ←

It's not called *SSX Tricky* without reason. The new off the wall 'Uber' special moves will see players defying the laws of physics, not to mention snowboarding practicality as your board bindings release seemingly at will in mid air at your command.

LOSE THE PLOT ↓

SSX fanatics didn't really need a plot, but the storyline in *Tricky* is that it is one year on from the events of the prequel. The World Circuit has progressed with new course designs and two additional venues, as well as some new faces to compete against.



LEAP of faith

CRASH BANDICOOT: THE WRATH OF CORTEx

The final touches are being added to *Crash's* massive leap onto PSone's big brother.

As you may expect, there is good news and bad news to deliver regarding *Crash's* latest adventures. While offering greater variety than any of his earlier outings, *Wrath* now faces the threat of competing with promising hopefuls like *Jak* and *Daxter*.

The world of *Wrath* is conceptually engaging. *Crash's* environment is splashed with richer colours, smoother tones and rounder characters than ever. It has a deeper feel and *Crash* himself moves with a lovely fluidity. When he hits the ice in the opening stage he is a true pleasure to behold. Thematic scenes are well set, with 30 levels based on the elements (earth, air, water and fire). Tornado Alley sends *Crash* into the air, displaying great depth of field and smoothness of movement. Bamboozled locks *Crash* in the Atlasphere, sending him rolling through a treetop maze in all directions. Later levels allow similar variety in transport arrangements.

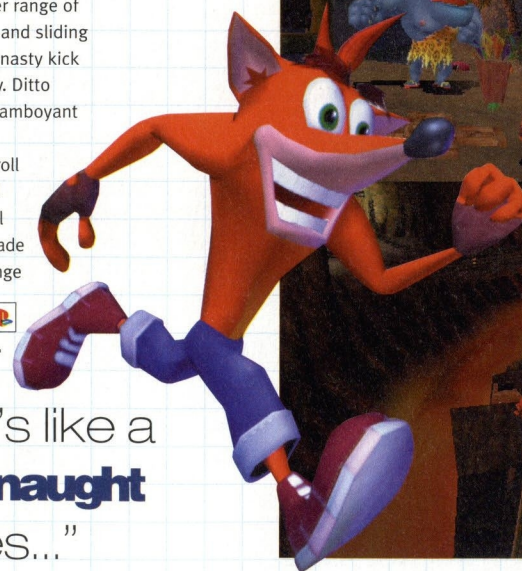
So far so good – but that's half the problem. The greatest threat to the appeal of *Wrath* so far is the lack of challenge and healthy frustration. At some stages it's like a ghost town, with naught but apples for miles, to the point where you wish for extra booby traps and nastier baddies. A greater range of foe-disposal methods would add greatly. Spinning and sliding is a good start, but the odd *Asterix*-style wallop or nasty kick to the unmentionables would liven things up nicely. Ditto *Crash's* own death scenes – there is no shame in flamboyant histrionics whilst in your death throes.

It all seems business as usual in *Wrath*. Run, fly, roll and cart your way through each set of five levels and take on a different boss (each a henchman of the evil Dr Vortex). We're waiting to see what changes are made before the latest *Crash* hits store shelves, but challenge issues notwithstanding, things are looking positive for fans eager for a PS2 version.



Benjamin Millar

“At some stages it's like a ghost town, with naught but apples for miles...”

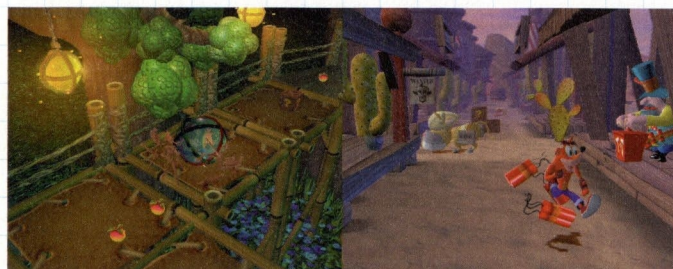


PlayStation 2

FACTS

Originally developed by Naught Dog, *Crash Bandicoot* is the best selling character-based game franchise in the history of Sony PlayStation, with the *Crash* franchise having sold over 20 million copies worldwide.

Genre: 3D adventure
On sale: Early 2002
Players: One
Made by: Universal Interactive Studios
Made in: US
Distributor: Vivendi Universal



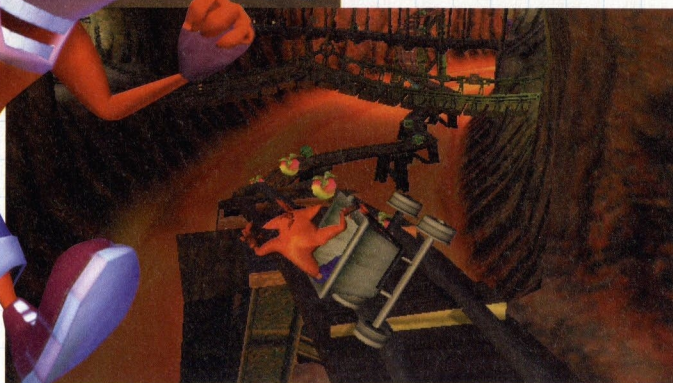
ROCK 'N' ROLL ↑

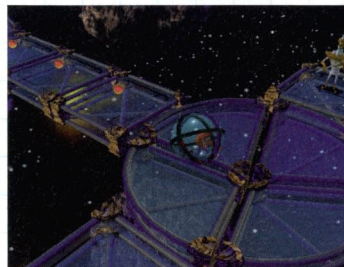
Once *Crash* is off and rolling in his Atlasphere, the fun and games really begin. Although hitting warp speed will cost you a few apples, it certainly lets you get the most out of what makes this title stand out. Good practise for taking on Rocko in the boss round, too.



AIR APPARENT ↑

Taking to the air is not exactly natural for a bandicoot, but try telling *Crash*. The object is to destroy six wind generators that are spawning tornadoes without getting shot down in flames, so keep an eye out for the friendly first-aid balloons between raids.





OPINION

For: The range of vehicles Crash uses along the way add layers to an already strong platformer, while choosing the order you attack levels assists longevity.

Against: Racking up 15 lives and wondering where to throw them, with passive opponents that make the turtles from *Mario* seem like Hell's Angels.

What we'd change: Introducing a timebomb element would get a bit of sweat beading and encourage the sort of recklessness a standout platformer requires.

AHEAD of the field

FIFA 2002

With *This Is Soccer 2002* ruling the roost and *ISS Pro Evolution* looming, can EA reclaim the soccer crown?



If there's one thing the consistently well performing *FIFA* series of titles has been fallen prey to more than others, it's been an unwillingness to move away from its roots. Those same scripted moves and ball-on-a-string routines that had the masses flocking to EA's offering in years gone by are now yesterday's news.

EA hasn't been sitting on its hands, though. Shackles on the controls have finally been removed in pursuit of deeper gameplay. For starters, you can rely on the CPU or even manually force team-mates to run into space as opposed to their normal set routine. Players even signal that they are open! Cheesing the goalie with multiple shots from 'sweet spots' has been further tightened up, and the 'keeper dashes out enough times to keep strikers honest, which also means that scoring via a deft chip over the goalie is now a viable option.

Pixel perfect passes up the pitch (say that three times fast) is history, replaced by a system that gives the player the ability to move and pass the ball to any position on the field. *PSM* hopes this spells an end to 'heavy traffic zones', which used to occur as a result of scripted ball and passing movement.

The ghost of the old *FIFA* still remains, however. The canned evasion and fancy moves are still in there, but we're hopeful that EA will balance out the defensive side of the game to prevent players running from end-to-end, jinking eight opposition players and scoring. Don't miss our review in next month's *PSM* to find out about *FIFA*'s brave new world.



Justin Kranz

PlayStation 2

FACTS

Genre: Soccer
On sale: November
Players: Four
Made by: EA Sports
Made in: Canada
Distributor: Electronic Arts





MMM doughnuts

SIMPSONS ROAD RAGE

Take a cup of *Crazy Taxi*, add a slice of Homer spread with Marge, and *Road Rage* is looking good enough to eat.

Homer Simpson may be the greatest guy in history, but his surname has sure been put on some crappy games. Can *Road Rage* change that dire record? On the surface, *Simpsons Road Rage* is a *Crazy Taxi* clone with Simpsons characters. Each character has their own distinctive and accurate vehicle, from Bart's soapbox derby racer to Marge's Canyonero. *Road Rage* also has a lot of speech, even at this early stage, so small pseudo chats take place between driver and passenger. When you pick up Dr Nick Riviera and he wants to go to the retirement home "to pick up some fresh cadavers", it's creepy, but funny nonetheless.

A passing knowledge of Springfield is definitely an advantage. Knowing that Groundkeeper Willie's shack is behind the school will save you vital seconds and pay off in cash bonuses. Certain passengers also have certain cash bonus objectives. Grab Milhouse and he'll want to destroy stuff. Pick up Reverend Lovejoy and the opposite occurs. Not crashing into things is much harder, but the rewards are better.

Springfield seems an awful lot more hilly than the cartoon series would imply. Key locations are well represented, and while the detail level is lower than *Crazy Taxi*, it does an excellent job of looking like a 3D cartoon world.

Earn enough money and additional characters become available, from Chief Wiggum to Professor Frink, so there's a clear reason to keep playing constantly – something that's a bit of a flaw in *Crazy Taxi*. EA has injected a few new game modes into *Simpsons Road Rage* for anyone over the whole *Crazy Taxi* thing. For solo players, there's a series of *Simpsons* themed single player challenges to unlock extra drivers. These take the form of 'find X number of objects and drive over them', which could become dull after a while unless the challenge factor increases consistently. The game also features a multiplayer mode where competing cabbies vie to reach a set money limit.

Simpsons Road Rage is just the thing to pop into the PS2 when a few mates come around looking for some dumb but satisfying action. The multiplayer mode could be the ace in the hole for *Road Rage*, especially if you're forced to compete for a limited number of passengers.



Alex Kidman

"EA has injected new game modes for anyone over the whole *Crazy Taxi* thing..."

PlayStation 2

FACTS

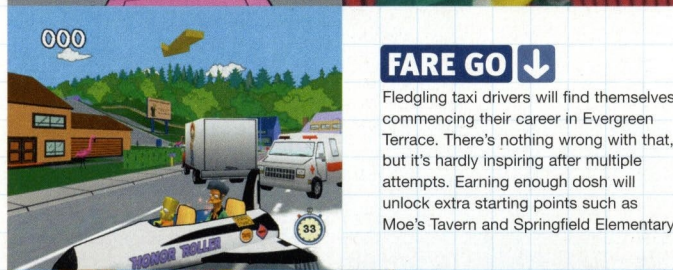
Radical Entertainment's previous game for EA was the eminently missable *X-Games: Pro Boarder*. EA has signed up the *Simpsons* licence for the foreseeable future, so expect more Springfield goodness.

Genre: Racing
On sale: November
Players: Two
Made by: Radical Entertainment
Made in: US
Distributor: EA



HIGH FLYER ↑

Part of the fun is in figuring out all the stunts that can be performed, and subsequently pulling them off successfully. It helps, of course, if you don't execute them at the expense of your objectives, and crash and burn horribly after touchdown.



FARE GO ↓

Fledgling taxi drivers will find themselves commencing their career in Evergreen Terrace. There's nothing wrong with that, but it's hardly inspiring after multiple attempts. Earning enough dosh will unlock extra starting points such as Moe's Tavern and Springfield Elementary.





INCOMING

The top games of the year are getting wrapped up and sent out as the holiday season approaches. To ensure you don't miss the boat, check out our list of what's coming and when.

November			
18 Wheeler American Pro Truckee	PS2	Acclaim	Racing
Age Of Empires II: The Age Of Kings	PS2	Konami	Strategy
Airblade	PS2	Sony	Skateboarding
Aliens: Colonial Marines	PS2	EA	Action adventure
Atlantis 3	PS2	Cryo	Adventure
Baldur's Gate Dark Alliance	PS2	Interplay	Adventure
Bass Strike	PS2	THQ	Fishing
Black and White	PSone	THQ	Strategy
Bombberman 2001	PS2	Virgin	Action
Burnout	PS2	Acclaim	Racing
Castlevania Chronicles	PSone	Konami	Adventure
Conflict Zone	PS2	Ubi Soft	Action
Crash Bandicoot 5	PS2	Universal	Platformer
Cricket 2002	PS2	EA	Cricket
Dark Summit	PS2	THQ	Snowboarding
Drakan	PS2	Sony	Action adventure
Dune	PS2	Acclaim	Adventure
Endgame	PS2	Empire	Shooter
ESPN Winter X Games 2	PS2	Konami	Sport
ESPN X Games Skateboarding	PS2	Konami	Sport
Evil Twin	PS2	Ubi Soft	Adventure
Evil Zone	PS2	THQ	Survival horror
FIFA 2002	PS2	EA	Soccer
Giants	PS2	Interplay	Adventure
Harry Potter	PSone	EA	Adventure
Herdy Gerdy	PS2	Eidos	Puzzler
Hunting	PSone	Take 2	Action
James Bond 007: Agent Under Fire	PS2	EA	Action
Jekyll and Hyde	PS2	Cryo	Action
Klonoa 2: Lunateas's Veil	PS2	Sony	Platformer
Legacy Of Kain: Soul Reaver 2	PS2	Eidos	Adventure
Legends Of Wrestling	PS2	Acclaim	Wrestling
Max Payne	PS2	Take 2	Shooter
Mega Race 3	PS2	Cryo	Racing
Men In Black: CrashDown	PSone	Infogrames	Adventure
Motor Mayhem	PS2	Infogrames	Racing
Mummy Returns	PS2	Universal	Action adventure
NBA Live 2002	PS2	EA	Basketball
NBA Live Gold 2002	PSone	EA	Basketball
Necronomicon	PSone	PSone	Adventure
NY Race 2215	PS2	Take 2	Racing
Run Like Hell	PS2	Interplay	Action
Rune: Viking Warlord	PS2	Take 2	Strategy
Shadowman 2: Second Coming	PS2	Acclaim	Adventure
Shaun Palmer's Pro Snowboarder	PS2	Activision	Snowboarding
Silent Hill 2	PS2	Konami	Survival horror
Silent Scope 2	PS2	Konami	Shooting
Smuggler's Run 2: Hostile Territory	PS2	Take 2	Driving
Splashdown	PS2	Infogrames	Water sports
SSX Tricky	PS2	EA	Arcade snowboarding
Star Trek: Shattered Universe	PS2	Interplay	Action
Sunny Garcia Surfing	PS2	Ubi Soft	Surfing
Syphon Filter 3	PSone	Sony	Action
Tarzan	PS2	Ubi Soft	Platformer
Test Drive Off Road	PS2	Infogrames	Driving
Tetris Worlds	PS2	THQ	Puzzler
The Shadow Of Zorro	PS2	Cryo	Action
The Simpsons: Road Rage	PS2	Fox	Arcade driving
Time Crisis 2	PS2	Namco	Shoot 'em up
Tony Hawk's Pro Skater 3	PSone/PS2	Activision	Skateboarding
Woody Woodpecker	PS2	Cryo	Adventure
Winter Sports	PS2	Konami	Sports
Wipeout Fusion	PS2	Sony	Racing
World Rally Championship 2001	PS2	Sony	Rally
Worms World Party	PSone	Eon	Strategy

WTA Tennis	PS2	Konami	Tennis
WWF SmackDown! Just Bring It	PS2	THQ	Wrestling
December			
Ace Combat: Distant Thunder	PS2	Namco	Flight sim
Dark Native Apostle	PS2	Virgin	Adventure
Devil May Cry	PS2	Capcom	Action adventure
Dropship	PS2	Sony	Flight sim
Jak and Daxter	PS2	Sony	Platformer
Jeremy McGrath Supercross World	PS2	Acclaim	Racing
Jimmy White's Cueball World	PS2	Virgin	Snooker
Monsters Inc	PS2	Disney	Adventure
Moto GP 2	PS2	Sony	Racing
Noone Lives Forever	PS2	Universal	First-person shooter
Polaroid Pete	PS2	JVC	Action
Rayman M	PS2	Ubi Soft	Party
Soldier Of Fortune	PS2	Eon	Action
January			
Austin Powers Pinball	PSone	Take 2	Puzzle
ET Planet Emergencies	PSone	Ubi Soft	Adventure
Head Hunter	PS2	Sega	Action adventure
Ecco The Dolphin	PS2	Sega	Adventure
Rez	PS2	Sega	Music
Zombie Revenge	PS2	Sega	Action
February to June 2002			
Ape Escape 2	PS2	Sony	Platformer
Assassin	PS2	Take 2	Action
Commandos 2	PS2	Eidos	Action
Conflict Zone	PS2	Ubi Soft	War strategy
Coolboarders 2001	PS2	Sony	Snowboarding
Duke Nukem: D Day	PS2	Take 2	Shooter
Dukes of Hazzard 2	PS2	Ubi Soft	Driving adventure
Evil Dead: Hail To The King	PS2	THQ	Action adventure
F1 Racing Championship 2	PS2	Ubi Soft	F1
F1 World Grand Prix 2	PS2	Konami	Racing
Final Fantasy X	PS2	Square	RPG
Gangsters	PS2	Take 2	Action adventure
H2 Overdrive	PS2	Ubi Soft	Racing
Hidden and Dangerous 2	PS2	Take 2	Action
Inquisition	PS2	JOAG	Adventure
Iron Storm	PS2	Wanadoo	Action
Jet Ion GP	PS2	Ubi Soft	Racing
Jurassic Park III	PS2	Universal	Action adventure
Kelly Slater's Pro Surfer	PS2	Activision	Surfing
Kinetica	PS2	Sony	Racing
LMA Manager 2001	PS2	Codemasters	Soccer management
Mafia	PS2	Take 2	Adventure
Mat Hoffman's Pro BMX 2	PS2	Activision	BMX
Maximo	PS2	Capcom	Action
Metal Gear Solid 2: Sons Of Liberty	PS2	Konami	Strategy
Planet of the Apes	PSone	Fox	Adventure
Primal	PS2	Sony	Adventure
Rayman 2	PS2	Ubi Soft	Platformer
Rogue Spear	PS2	Ubi Soft	Strategy
Rubu Tribe	PS2	Interplay	Action
Scooter Rac'n'	PSone	Ubi Soft	Racing
Shaun Murray's Pro Wakeboarding	PS2	Activision	Water sports
Soul Calibur 2	PS2	Namco	Beat 'em up
Spec Ops	PS2	Take 2	Action adventure
State of Emergency	PS2	Take 2	Action
Tekken 4	PS2	Namco	Beat 'em up
The Getaway	PS2	Sony	Driving adventure
The Lost	PS2	Ubi Soft	Adventure
TimeSplitters 2	PS2	Free Radical	First-person shooter
Tom and Jerry	PS2	Ubi Soft	Action
Tribes 2: Aerial Assault	PS2	Sierra	Action
Worms Blast	PSone/PS2	Ubi Soft	Action

PSM is licking its lips in greedy anticipation over the following titles...

MOST WANTED



1. Kelly Slater's Pro Surfer

Details are hard to come by, but we can't help thinking that this will be something truly special from Activision's O2 label.
Release date: February 2002

2. Metal Gear Solid 2: Sons Of Liberty

Its recent excellent showing at the Tokyo Game Show has merely heightened expectations that this will dominate next year.
Release date: February 2002

3. Tony Hawk's Pro Skater 3 (PSone)

That ticking sound you're hearing is gamers checking how long until Hawk flies again.
Release date: November 2001

4. Devil May Cry

Three words sum up this game better than any other: "Oh", "My" and "God". It's that good.
Release date: December 2001

5. Burnout

This game runs so fast your eyeballs will melt trying to keep up with the action. A different racer than GT3, but shaping up to be as good.
Release date: November 2001

6. Wipeout Fusion

Nothing can prepare you for something this fast, smooth or lush. Should be the crowning glory of the Wipeout series.
Release date: November 2001

7. NBA Live 2002

A live improvement over the first PS2 NBA Live, this will put a smile on hoops fans' faces.
Release date: November 2001

8. Harry Potter (PSone)

With a billion books sold, this game can't go wrong, can it? We have high hopes.
Release date: November 2001

9. Worms Blast (PSone)

Team 17, developer of Worms Blast, is hoping to demonstrate there's life in the PSone yet with this cunning tactical effort.
Release date: Early 2002

10. Final Fantasy X

Set to revolutionise console RPGs with its amazing visuals and soundtrack.
Release date: Mid 2002

Send your thoughts to:
Most Wanted, Official PlayStation Magazine,
GPO Box 4089, Sydney NSW 1028.
Or e-mail playstation@acp.com.au

EXCLUSIVE NOVEMBER BONUS

PC USER AUSTRALIAN

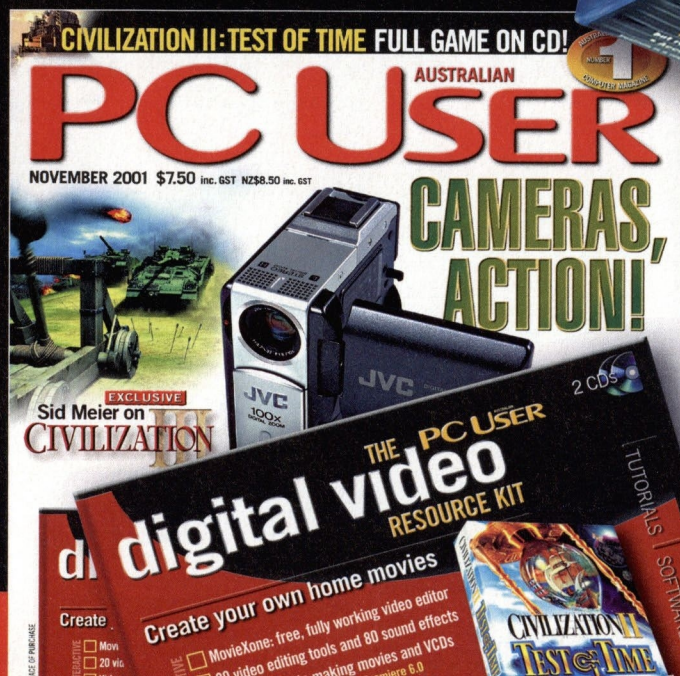
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On the disc	078
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Tips and cheats	082
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DVD	090
Music	092
Gerling	093
Hot stuff	094
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Buyer's Guide	096
Next issue	098

FEEL THE FORCE

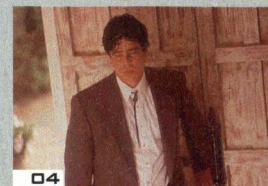
WHAT'S INSIDE

[01] *Onimusha* sliced and diced in part one of our playguide.

[02] *Enter Space Capsule?* Ancient history. Gerling gets exposed.

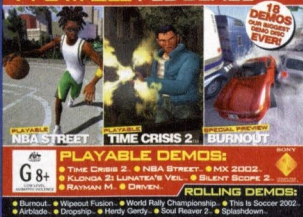
[03] Macy Gray takes time out from *SSX Tricky* to cut a new album.

[04] *Traffic*'s genius arrives on DVD.



PlayStation.2

7 PLAYABLE PS2 DEMOS



ON THE DISC >>

The power and the glory that is *Time Crisis II* heads up this month's demos.

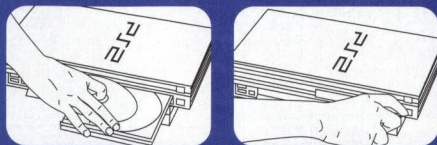
EDITED BY Fiona Tomarchio

E-mail comments and queries to
playstation@acp.com.au
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On The Disc, Official PlayStation Magazine
PO Box 4089, Sydney NSW 1028, Australia

Note: We are unable to provide technical support over the phone.

Time Crisis makes its debut on PS2 with the new G-Con2 in tow. You can use the Dual Shock2 to aim, but if you're able to get hold of the new lightgun, or even have a PSone G-Con lying around, plug it in and fire away with our playable demo. Hoops fiends with a hunger for the asphalt will enjoy breaking ankles with *NBA Street* and those daredevil men on their flying machines are back with Chad Reed and Ricky Carmichael in motocross sim *MX 2002*. Plus don't forget to scope out some of the finest video action, including our special preview footage of *Burnout* – the racer that's set to challenge *GT3* in the thrills and spills department – and the sexy *This Is Soccer 2002*.



Load the disc and scroll through between playable games and videos using ↓ and ↑. To choose within a section, use ← and →. Press ⊗ to select the demo you want. At the end of some of the demos you will need to reset your console.

Problems with your disc? Pack up your troublesome cover disc in an envelope and send it back to the following address. We will test it and, if it is faulty, we'll send you another. Please note we do not keep old discs in stock. Disc Returns, Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028, Australia

PLAYABLE

TIME CRISIS 2

Publisher: Sony Genre: G-Con shoot 'em up



■ Controls

- ⊗ / △ / □ / ○ – Shoot
- R1 – Duck/Reload
- L2 – Sight movement/Aim

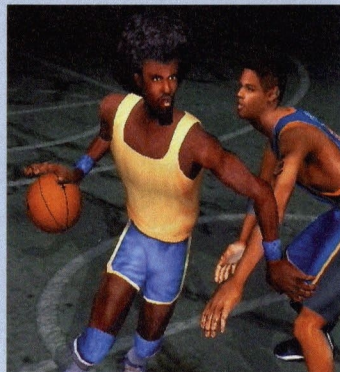
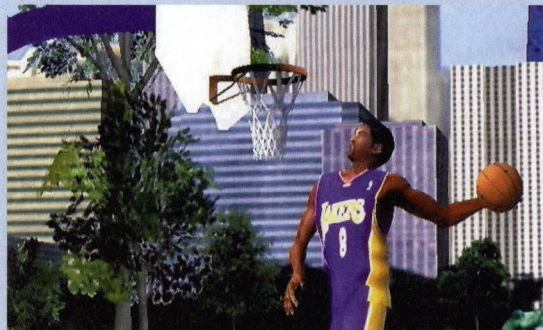
Itchy trigger fingers will have a blast with this lightgun game. You can play the demo with a Dual Shock2 if you don't have a G-Con handy, but if you buy the game, you'll need a G-Con to get the most out of it. The full version of the game features brilliant extras and entertaining modes – not to mention the best looking visuals ever in a lightgun game.



PLAYABLE

NBA STREET

Publisher: EA Sports Genre: Arcade basketball



■ Controls

- – Shoot
- ⊗ – Pass/Switch
- △ – Set pick/Jump
- – Steal/Swat (defence)
- L1 / L2 / R2 / R1 +
- D-pad – Turbo pass

Slam dunk in the funkier hoops game on PS2 yet. Modes on the playable demo include High Scores, Street School and Hold The Court. There are three difficulty levels, 26 teams, and 12 courts including Miami South Beach.

PLAYABLE

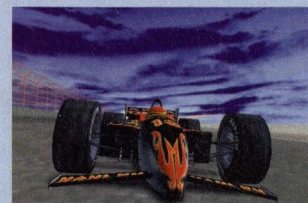
DRIVEN

Publisher: BAM Genre: Racing

■ Controls

- ⊗ – Accelerate
- – Brake
- – Reverse
- △ – Change view
- L1 / L2 – Behind view

Based on the Stallone movie, *Driven* offers a variety of international locales, vehicles and racing styles, and best of all, no bad acting. BAM promises huge crashes and realistic handling. Our demo features Arcade and Multiplayer modes, and two drivers.





PLAYABLE

KLONOA 2:
LUNATEA'S VEIL

Publisher: Sony Genre: Platformer



■ Controls

D-pad - Direction

△ / ○ - Jump

○ - Shoot

L1 / L2 - Spin

In the full version of this platformer, you control Klonoa as he sets out to save the land of Lunatea from a mysterious force that threatens it. Check out two of the levels in our playable demo - Sea of Tears and Jungle Slider - and take in the lavish 2D environments.



PLAYABLE

MX 2002
FEATURING RICKY CARMICHAEL

Publisher: THQ Genre: Motocross



■ Controls

ⓧ - Accelerate

Ⓢ - Reverse

Ⓢ - Brake

Outrageous two-wheeled manoeuvres are par for the course as you ride with Ricky Carmichael, Jeremy Lamblin, Chad Reed or Chris Brock in this playable demo. Modes include Race, Freestyle, Head-To-Head Race and Head-To-Head Freestyle - don't expect mind-blowing AI, but it's a decent challenge.



VIDEOS



BURNOUT

Publisher: Acclaim Genre: Racing

Like *Ridge Racer*, the tracks in *Burnout* are loosely based on the streets of major cities and are teeming with AI-controlled traffic. Drive recklessly and be rewarded with spectacular crashes.



THIS IS SOCCER 2002

Publisher: Sony Genre: Soccer

Is *TIS2002*'s reign as 'best PS2 soccer game' under threat with the fast approaching *ISS Pro Evolution*? Have a look and see Sony's side of the equation in advance of Konami's offering!



WIPEOUT FUSION

Publisher: Sony Genre: Futuristic racer

This racer is set to be ultra fast, with top-notch graphics to boot. There are 42 tracks sporting corkscrews and loops - plus a new 'flip' feature, where you can flip your vehicle and race along the ceiling.



DROPSHIP

Publisher: Sony Genre: Action

This action game is set in the year 2050 and revolves around political conflicts in the Middle East. It's your duty to direct troops to crisis zones. It's a good idea to complete training before you begin battle.



WORLD RALLY CHAMPIONSHIP

Publisher: Sony Genre: Rally

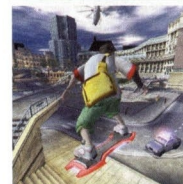
Featuring motion capture technology and a comprehensive replay feature, if *WRC*'s gameplay is half as impressive as the visuals, prepare to be rocked.



HERDY GERDY

Publisher: Ozisoft Genre: Action/adventure

From the creators of the *Tomb Raider* series, this ambitious adventure is based on a young ragamuffin named Gerdy. His father has a magic spell cast upon him and it's Gerdy's quest to break it.



AIRBLADE

Publisher: Sony Genre: Extreme sports

Airblade sees you riding a hoverboard and completing set goals on each level. With controls very similar to *Tony Hawk's*, it's a fast game, but thankfully this doesn't hinder the frame rate.



SOUL REAVER 2

Publisher: Ozisoft Genre: Action/adventure

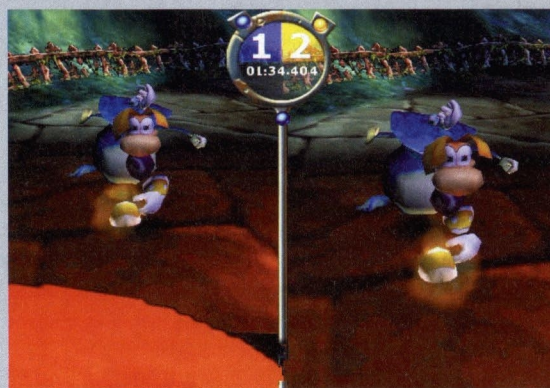
Soul Reaver 2 ties up the loose ends the first game left undone and implements a twisted tale all its own. The controls are far more sophisticated and the graphics are simply breathtaking.



SPLASHDOWN

Publisher: Ozisoft Genre: Extreme sports

Jump over sand banks and gain air before crashing down onto the water in this Sea-Doo racer. Fishtail through the water in Bali, Venice, Nice and Hawaii and cause carnage amongst your competitors.



PLAYABLE

RAYMAN M

Publisher: Ubi Soft Genre: Platformer

■ Controls

L - Movement

ⓧ - Jump

Ⓢ - Shoot

L1 / L2 - Jump and shoot

R1 / R2 - Move camera

The aim of this game is to be the last player standing and to hinder your competitor's success with traps. Set in environments featured in *Rayman 2*, this multiplayer demo allows two players to battle it out in Nebulous Tower or Shadow Plain.

PLAYABLE

SILENT SCOPE 2

Publisher: Sony Genre: Action

■ Controls

ⓧ - Shoot

△ / ○ / Ⓢ +

D-pad - Move target

You are a SWAT team sniper in this gun game without a gun. You have a time limit to dispose of a number of bad guys one by one. If you take too long setting up your target, gun shots will be fired upon you. Although the control method is simple, total accuracy is essential.



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FREEBIES

THE BEST THINGS IN LIFE ARE FREE

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TONNES OF
STUFF



Bass in ya face!

The enormous Gatecrasher dance music festivals are heading down under later this month and early December! To celebrate, PSM is offering five packs of cool Gatecrasher gear. Each pack contains a T-shirt, poster, cap, an imported CD and a double VIP access pass to where the artists will be doing interviews during the day! (Please note that this comp is only open to residents of Melbourne, Sydney and Perth, and is *not* an entry into the event.) Sound like your bag, baby?

Tell us two DJs that will be playing on the day on an envelope marked "Get Down".



Bag it

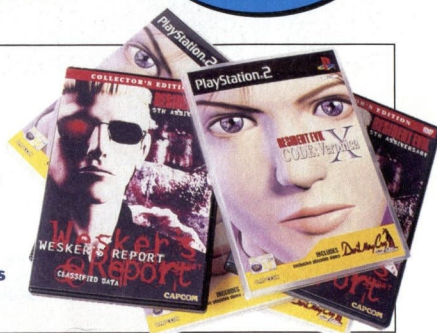
Sony has just released a new range of PlayStation bags to give your pride and joy a snug home to enjoy whenever you go on the road! The bags are custom designed to carry all of your gaming needs and have sections specially made for your console, controllers, cables and you guessed it, even games! Be the envy of your friends, and heighten the angst of your foes as you flaunt your newly found PlayStation portability. Once you get your mitts on one, you won't want to let go! We have three PSone bags and three PS2 bags to give away.

Tell us which bag you'd like and explain in 15 words or less why you deserve one on an envelope marked "Safety First".

Freakin' cool

Code Veronica is the first *Resident Evil* game to be released on PS2 and it exhibits all the pant-wetting madness that you would expect. We have five copies of the game that will also come with a DVD documenting the history of the famous series up for grabs.

For your chance to win, tell us who the star character of *Code Veronica* is on an envelope marked "Zombified".



Beam me up, Scotty

The fine folks at Jim Beam have given PSM two fantastic prize packs to give away. Each pack is worth \$370, and contains a model of a Jim Beam Ford F1 pickup truck, a denim jacket, cap, a Pumped Up Down Under 2001/2002 calendar, Jim Beam Planet X Tour sticker, a Planet X cap and a Planet X video. With this fantastic stash, you'll be sure to be the envy of all your mates.

To be in the running for the Beam Booty, tell us where Jim Beam was first made on an envelope marked "Beam For Me".

PSone gem

Sheep Dog 'N' Wolf is one of the big surprises of this year. Fantastic, fun and hilarious, it remains true to the timeless Warner Bros cartoon. We have five copies of the game to giveaway, with a cute *Sheep Dog 'N' Wolf* T-shirt thrown in!

To be eligible, tell us what score PSM gave the game (reviewed issue #07) on an envelope marked "PSone Fun".



HOW TO ENTER

Send all entries to *Official PlayStation Magazine*, PO Box 5537, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close November 27, 2001, and winners will be published in the January 2002 issue of PSM, on sale December 26. Good luck!

Congratulations to the following lucky winners from issue #06!

Ministry Of Sound: Kara Kitching (Qld); S Dopfer (Qld); Kiel Anthony (WA); Ferry Corsten (WA); J Gregston (WA). **Ring Of Red:** Scottie Elliot (SA); Robert Bryce (NT); Paul George (SA); R Burns (NSW); W Freeman (NZ). **Onimusha: Warlords:** Mark Isaacson (WA); Julien Richards (WA); Lisa Heidi (SA); Roy Cooper (NSW); H Lawson (WA). **Tomcats DVD:** Aaron Jackson (SA); Callam Porch (Qld); D Scuteri (SA); K Deans (NZ); A Polous (NT). **WWF Smackdown! Just Bring It:** Winner - Natalie Axo (SA); Runners up - Daniel Paul (Vic); Dane Green (NSW); Winners of copies of game - Nicole Hailes (NSW); S De Natris (Vic); Linda Wilson (SA); D McPhail (SA); D Hui (NSW); T Quinton (NSW); Pauline Searle (SA); Hansel Aleida (NSW); Diane Johnstone (Qld); J Aspinall (SA); P Kosmopoulos (NSW); Jaco Nevo (NSW); Paul Smith (NZ).

PSM Issue 47 winners - D Vision: J Milligan (Vic); Alex Rudka (NSW); William Fruong (Vic); E Popoy (Vic); T Paladin (Qld). **Lifesavers:** Narelle McCray (Vic). **Tomb Raider set:** Gaye Maurer (Qld); A Czygen (Qld); S Horton (NSW).

WISE UP

Working things out for yourself may be a satisfying experience but, sometimes, nothing beats a sneaky bit of cheating. With this in mind, *PSM* provides you with the world's most cunning tips.



EDITED BY Justin Kranz

E-mail comments and questions to
playstation@acp.com.au
or write to

Wise Up, Official PlayStation Magazine,
PO Box 4089, Sydney NSW 1028, Australia
Sorry, but we are unable to provide game tips
over the phone.

No less an authority than Montgomery Burns said that "cheating is the gift man gives himself". Only the mean-spirited would dare argue with that.

PlayStation®2 Tip of the month

TIME CRISIS II



Bonus Credits

Playing poorly is the best way to open this up. Any time you fail to complete a game an extra credit will be added to the number of credits you start the game with next time. A Free Play option will even become available if nine credits are not enough for you.

Automatic Weapon

Nothing beats the Automatic for continuous baddie blasting. Beat the Story Mode twice to unlock it.

Infinite Ammo

Complete the Story Mode using the Automatic you have already unlocked and Infinite Ammo will be yours.

Wide Ammo

Having trouble hitting the enemies? Why not try some bigger bullets. Complete the Story Mode with Infinite Ammo to unlock this.

Crisis Mission

The bonus mode Crisis Mission will become available from the main menu after completing the Story Mode once.

Mirror Mode

A mirrored version of the game will become available if you can beat the Story Mode using only one credit.

Music Player

Finish all of the missions in Crisis Mission mode and the Music Player.

TIPS: PLAYSTATION®2

EXTREME G3



Turbo Charged

Unlimited turbo can be unlocked if you go the title screen and press **R1 + L1, R2 + L2, R1 + L1, R2 + L2**. A message will confirm entry.

Free Money

To get stacks of cash start a new career, pick your driver and enter the following code: **L1, L1, L1, L1, L1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2**.

All Tracks Available

To access all tracks go to the main menu and press **L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2**. A message will confirm entry.

Fast Oval Race

To unlock the oval course at full speed enter this code at the title screen: **L1, L2, L1, R1, L1, R2, L1 + R1, L2 + R2**.

Infinite Ammo

Infinite ammo can be accessed if you pause the game and press **L2, R2, L1, R1, L2 + R2, L1 + R1**. Repeat the same code at any time to turn it off.

Infinite Shields

Infinite shields will be available if you pause the game and press **L1 + R1, L2 + R2, L1 + L2, R1 + R2**. Repeat the same code at any time to turn it off.





DAVE MIRRA FREESTYLE BMX 2

All Bikes

Access all of the game's bikes by entering the following code at the main menu: ↑, →, ↓, →, ↓, ↓, →, ↓, ↓, ←, ■.

Dave Mirra's Competition Outfit

Dave's outfit will be available if you go to the main menu and press ↑, ↓, ↑, ↓, →, ←, ↑, ↑, ■.

Dave Mirra's FMV

Dave's FMV will be available if you enter the following code at the main menu: ←, ←, ↑, →, ↑, ←, ↑, ↑, ■.

Amish Boy

Amish Boy's outfit will be available if you enter the following cheat at the main menu: ↑, ←, ↓, →, →, ←, ←, ↓, ↑, ←, ■.

Joey Garcia's Competition Outfit

Joey's outfit will be available if you go to the main menu and press ↑, ↓, ↑, ←, ↓, →, ↓, →, ■.

Joey Garcia's FMV

Joey's FMV will be available if you enter the following code at the main menu: ←, ←, ↑, ↑, ↓, →, ↓, ■.

Colin Mackay's Competition Outfit

Colin's outfit will be available if you go to the main menu and press ↑, ↓, →, ↓, ↑, →, →, ↑, ↑, ■.

Colin Mackay's FMV

Colin's FMV will be available if you enter the following code at the main menu: ←, ←, →, →, ↓, ↓, →, ↑, ■.

Luc-E's Competition Outfit

Luc's outfit will be available if you go to the main menu and press ↑, ↓, ←, ↓, ←, →, ←, ←, ■.

Luc-E's FMV

Luc's FMV will be available if you enter the following code at the main menu: ←, ←, →, →, ↓, ↓, →, ↑, ■.

Kenan Harkin's Competition Outfit

Kenan's outfit will be available if you go to the main menu and press ↑, ↓, ←, ↓, ←, ↑, ↓, ↑, ■.

Kenan Harkin's FMV

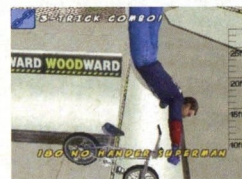
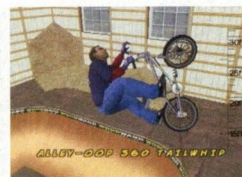
Kenan's FMV will be available if you enter the following code at the main menu: ←, ←, ←, →, →, ↓, ↓, ■.

Leigh Ramsdell's Competition Outfit

Leigh's outfit will be available if you go to the main menu and press ↑, ↓, ↓, ←, ↓, ↓, ↓, ←, ■.

Leigh Ramsdell's FMV

Leigh's FMV will be available if you enter the following code at the main menu: ←, ←, ↓, ↓, ←, →, ↓, ←, ■.



Q&A

PlayStation 2

Q: I know that most people write in to this section to ask for help on games but I'm going to break the tradition and ask you for any info on how to make GT3 tougher. I've finished every section in the game and am looking for more challenges for my driving skills.

Simon, WA



A: Well, Grasshopper, you have done well but have you conquered the Professional mode? To access this painfully difficult mode go to the difficulty select screen of the Arcade Mode. Press and hold **L1** and **R1** and the word 'Professional' will replace the word 'Hard'. Choose this Professional mode and you will be racing against CPU opponents that have had their built-in handicaps removed and are way tougher.

Q: My friends and I have been playing *Unreal Tournament* for a few weeks now and it's pretty good fun but I was hoping that you might be able to give me some cheats to spice things up a little.

Stanley, NSW

A: Lucky you, there are tonnes of *Unreal Tournament* cheats in PSM's



possession. Here are some of the best:

Infinite Ammo

At any time during the game press **START** and enter: ←, →, ●, ●, ●, →, ←. Infinite ammo is now yours for the shooting.

God Mode

At any point during the game press the **START** button and enter: ■, ●, ←, →, ●, ■. You will now be invincible.

Big Head Mode

Go to the main menu and press ←, →, ←, →, ●, ●, ●. Go to the multiplayer section, select players and the level, and you will now be able to highlight the 'Mutators' option and hit ✕. Select the Big Head option and press →. Pressing ✕ now will bring you into a match with big heads.

All Characters

At any point during the game press the **START** button and enter: ←, ←, ●, ●, ←, ●.



ARCTIC THUNDER

Boost Mode

Boost Mode will become available if you enter the following code before choosing a character: ●, **R1**, **R1**, ●, **R2**, **START**.

Atomic Snowballs

Atomic Snowballs will be available in all weapon pick-ups if you enter the following code before choosing a character: ■, ■, ■, **L1**, ●, **START**.

Invisible Mode

To enjoy some invisible shenanigans enter the following code before choosing a character: ■, ●, ■, **R2**, ●, ●, **START**.

Wheelie Mode

The Wheelie Mode can be accessed if you enter the following code before choosing a character: ●, **L1**, ■, **R2**, ■, **L2**, **START**.

TIPS: PS ONE™

PSone™ Tip of the Month

TEST DRIVE 6

All Cars: Enter DFGY as a name.

All Challenges: Enter OPIOP as a name.

All Tracks: Enter ERDRTH or ERERTH as a name.

\$6,000,000: Enter AKJGQ as a name.

All Quick Race Tracks: Enter CVCVBM as a name.

Disable Checkpoints: Enter FFOEMIT as a name.

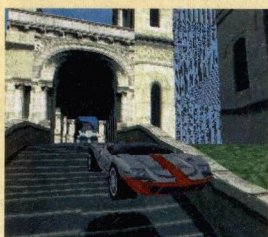
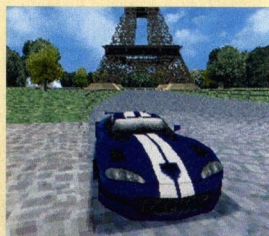
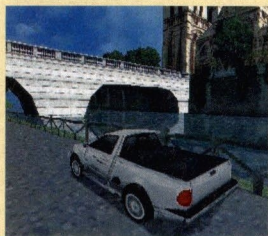
Enable Checkpoints: Enter NOEMIT as a name.

No Challenges: Enter OPIOP as a name.

No Quick Race Tracks: Enter OCVCVBM as a name.

Shorter Tracks: Enter QTFHYF as a name.

Preview Vehicle: Hold **L1 + R1** when buying a car or selecting one from your garage. You can now rotate the vehicle with the D-Pad.



CHASE THE EXPRESS

How To Get Scenario "A"

1. Play at either 'Normal' or 'Expert' level.
2. Save Billy the first time by giving him the correct blood transfusion (B, Rh+, C, D).
3. Save Billy the second time by giving him the 'Bullet Proof Vest'. (Where? Car 6, 1st Floor, in one of the lockers along the wall). Hence, he will not die when Boris shoots him.
4. Pick up the 'Ambassador's Note'. (Where? Secret Room in VIP room, Car 10, 2nd Floor) before handing over the 'IC Chip' to Mason.
5. Give Mason 'Disc A', NOT 'Secret Information Disc'.
6. Give Billy the 'Laser Disc B' at the beginning of the countdown.
7. Defuse the bombs in Car 2 in less than eight minutes.
8. If all these have been done correctly, you will be allowed to (and must) detach Car 1 from the rest of the train at the end of the game. (Where? The lever is on the left side of the controls which has the 'Emergency Manual 2' note. There is a locked door at the left side. Hence, the lever is in between these two. If everything has been done correctly, there will be a green light on the lever instead of a red light.



ROLLCAGE STAGE II

Expert Mode In Masters Campaign

Enter this code at the password entry screen:

MASTERS.IS.AS.HARD.AS.NAILS.MON!

Granddaddy Cheat

Unlock every track, car, mode, and all other cheat options! Locate the password entry screen and enter:

I.WANT.IT.ALL.AND.I.WANT.IT.NOW!

Mirror Tracks

To flip all your tracks to appear as mirror images of the original just enter this code at the password entry screen:

I.AM.THE.MIRROR.MAN.,0000000000!

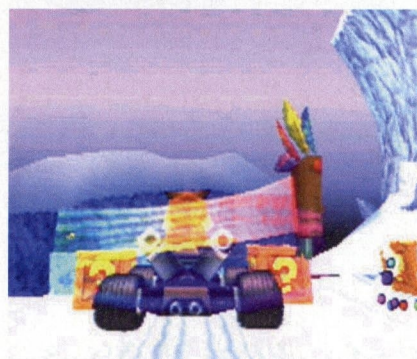
Open All Tracks

Even though you already have the Granddaddy Cheat you can stuff this one in your pocket also. Enter this code at the password entry screen:

NOW.THAT'S.WHAT.I.CALL.RACING.147



CRASH TEAM RACING



Race as Penta Penguin

At the Main Menu, highlight Time Trial, then, hold **L1 + R1** and press **↓, →, ▲, ↓, ←, ▲, ↑**.

Race as Ripper Roo

At the Main Menu, highlight Time Trial, then, hold **L1 + R1** and press **→, ●, ●, ↓, ↑, ↓, →**.



WIPEOUT 3: SPECIAL EDITION

Phantom Class

Enter this code on the default name player option in the game set-up options:

P, H, A, N, T, O, M

Invincibility

Enter this code on the default name player option in the game set-up options:

N, O, F, E, A, R

Auto Weapons

Enter this code on the default name player option in the game set-up options:

U, N, L, I, M, I, T

Rescue Droid

Enter this code on the default name player option in the game set-up options:

D, R, O, I, D, S

Bonus Prototypes

Enter this code on the default name player option in the game set-up options:

P, R, O, T, O

Prototype Circuits

Enter this code on the default name player option in the game set-up options:

A, L, L, T, R, A, C, K

Mirror Tracks

Enter this code on the default name player option in the game set-up options:

M, I, R, R, O, R

All Teams

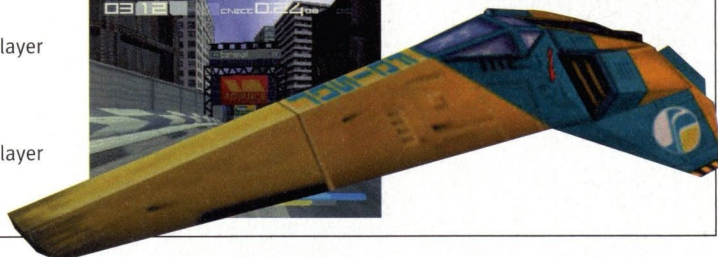
Enter this code on the default name player option in the game set-up options:

C, R, A, F, T, S

All Tournaments

Enter this code on the default name player option in the game set-up options:

A, L, L, T, N, T



COLIN MCRAE RALLY 2.0

Shoot Fireballs

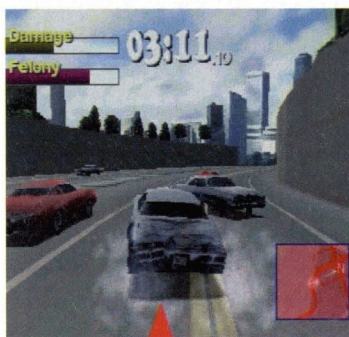
Enter this password at the cheat options screen: GREATBALLSOF (Use the handbrake to shoot fireballs in arcade mode.)

Bouncing Collisions

Enter this password at the cheat options screen: RUBBERTREES (Note: This is only effective in time trial and single stage rally modes.)

Monster Truck Wheels

Enter this password at the cheat options screen: EASYROLLER (Note: This is only effective in time trial, single stage rally modes.)



DRIVER 2

Kicking back

Press the Action button while standing beside a chair will make Tanner take a load off. Use the analogue to look around.

Longer Mission Time

Holding X before the "Loading, please wait" screen until the

mission starts gives you increased time.

Take a Ride Mode bail-out.

Pressing ↑ and ▲ rapidly for a couple of seconds, waiting five seconds and then pressing them again will free you from the car if you crash after losing the cops.

Q&A

PSone™

Q: How do you get all the cool and hidden stuff in *Tony Hawk's Pro Skater 2*? And are there more hidden levels on top of the ones you can already see from the selection menu?

Jason, NSW

A: PSM has gathered a gargantuan load of super tips for all you *Tony Hawk* freaks! To answer your question about the hidden levels, there are two. There is the Chopper Drop (explained below) and a sci-fi level called Skate Heaven. (Hint: for that one, you'll just have to keep on playing – hard!) Here you go, enjoy!



Skate as Spider-Man

Create your own skater and beat the game with 100%. You'll unlock Spider-Man – with four costumes.

Perfect 10

While playing press Pause. Hold L1 and enter X, ▲, ●, ■, ▲, ↑, ↓.

Infinite Special

During gameplay, press Pause. Hold L1 and enter X, ▲, ●, ●, ↑, ←, ▲, ■.

Speed

To increase the speed of the game, hold L1 and enter ↓, ■, ▲, →, ↑, ●, ↓, ■, ▲, →, ↑, ●.



Secret spot

If you enter the Marseilles area and look around you'll notice a tree-filled planter to the right of the starting point. Head over to it and skate close to the fence. Here you'll see a small stick holding up some lampposts. Skate through it and the post will crash through the fence, exposing a well. Splash into it to go to a secret crypt area.

Unlock cheats

After clearing every goal and collecting all the cash on every level and competition you will open a new cheat. Complete every level and you'll unlock plenty of new characters and other bonuses.



PART ONE

ONIMUSHA: WARLORDS

Survival horror goes to hell in Capcom's *Onimusha*. For anyone struggling with their demons, welcome to part one of our two-part guide to finishing this epic.

LIQUID SWORDS



The key to successfully finishing *Onimusha* is to master the game's controls. Your best bet is always to have your fingers ready to press **[X]** or **[Y]** should a surprise attack take place. **[X]** targets your nearest opponent, while holding **[X]** blocks most of your opponents' attacks. Another important technique is sidestepping, which can be achieved by pressing **[X]** and **[Left]** or **[Right]**. Most battles can be won by alternating between defence and attack. Magic attacks should not be wasted and should be spared for the biggest foes. And remember to finish off an opponent when they are knocked down by getting close to them and pushing **[Right]** and **[X]**. Always make sure you collect souls into your Gauntlet after an opponent has been killed. Often it is best to back away from other foes to collect them before re-entering the fray. At Magic Mirrors, enhance your herbs into medicines rather than using them to just patch up your vitality, and enhance your Orbs before your weapons so you can access new areas.

NANAMAGARI

The game starts with swordsman extraordinaire Samanosuke receiving a letter from Princess Yuki, reporting of monstrous goings-on at Ibayama Castle. With your trusty mate Kaede, it's off to explore the countryside. First walk up the path straight ahead. You need to battle a couple of demons to scare them away from Yuki. Unfortunately, bad boy Osric turns up and grabs the Princess. After a whack on the head, Samanosuke gets a visit from the clan of Ogres, who give him a Gauntlet that can be fitted with magical Orbs and absorb the souls of the fallen. After reading the instructions, you'll probably want to save at the Magic Mirror. Then head through the gate to begin your quest. Cross the bridge and approach the fortress. Wipe out the demons and go through the gate into a small room. Walk through and you'll meet a frightened villager who locks you in with some demons. Thanks mate. Waste them, then go through the door that was shut on you. Follow the path through the

forest towards the cave with your sword at the ready. You will be attacked by a pair of Three Eyes. Grab the Herb at the cave's entrance, then go in. Some rocks will fall down, opening a hole in the floor. Go down the hole.

UNDER TEMPLE

Wander along the path and you will be set upon by ninjas. Dispatch them and head to the temple. Open the chest next to the stairs to get the Under Temple Map. Go upstairs, grab the scroll from the mummy monk and enter the door. There are demons lurking on both sides of the hall. Kill them, then head up and behind a pair of small, brown doors is the first volume of the Seiryu. In the corner opposite you'll find a Flourite. Now head back along the hallway and enter the door.

Whack all the jars and you'll receive Journal 1. Then grab the blue glowing Thunder Orb. This orb (Shiden) can be fitted to your Gauntlet for a magical blade (the Raizan) and the power to magically

add thunder and lightning to your sword attacks. Now exit to the left of the altar, down a small hallway. Check out the chest, which has a number lock on it. Rotate the left piece once, then right once, then left again to unlock it. Inside, you'll find the Rope Ladder. Grab it and head up the stairs.

SOUTH AREA

As you exit the underground, you'll discover a red object on the left. It's a box with a Magic Jewel. Use it to boost your Magic bar to a higher level, allowing you to hold more weapon magic and make multiple attacks. Head to the gate, saving your game at the Magic Mirror. There's also a box here that is locked with a code that can be deciphered by collecting all of the Seiryu files. Or, you can just cheat and choose the first, third and sixth words, then press OK to open the chest and take the jewel which increases Samanosuke's maximum vitality. Proceed through the door.

You'll discover a trio of Bazuu. These foes are slow, but can do serious damage with their rolling attack. Keep close and block attacks. If you find them easy to dispatch and want to pick up some souls you can stay on the bridge, otherwise go through the door on the other side of the bridge, grabbing the South Area Map in the treasure box before you go. You're now in a courtyard, with the door to your right locked. Use either path to get around to the Keep doors, battling those rolling demons on the way. But unfortunately, the gate is protected by magic you don't have yet. You have to battle that big bastard (Barabazuu) guarding the door to the left. He's got a nasty axe, but it can be blocked. You should be able to take him out with just standard attacks, but use your magic to put him down if you wish, using the ground stab to finish him. Now head through the green door, or hang around for some cheap souls if you like. There are some demons waiting to taste your blade on the other side, as well as a villager who's got a herb. Forget the locked door for now and use your rope

ladder on the busted wall. Go down and head through the open door. There's a treasure box with a code and a Magic Mirror. The code is sixth, first, fourth. Here is a good place to save as you're about to battle your first boss. Also enhance your herbs into medicine or improve your weapon. Before you enter the door, head towards the bottom of the screen where there's a door guarded by red magic. Destroy the crate and grab the medicine. Now go through the other door to fight that big ugly beast who took the Princess, and watch out 'cause he looks hungry.

BOSS ONE: OSRIC



Ol' Osric mightn't be too smart and is very slow, but his mace makes him dangerous. He has three attacks – a horizontal swipe with his mace, a nasty vertical hammer with his mace and a headbutt charge. The vertical swipes can't be blocked and cause a lot of damage so try to keep behind him and keep dodging those swipes and using your speed to run around him. When in position use thunder attacks if you have magic or standard sword combinations. Make sure you absorb the souls Osric leaves but not while he is close or you'll be vulnerable.


When he's finally down, visit the room in the back of the cave to get Journal 2 from the chest. After entering through the heavy iron door, break the urns and search the area behind for a Flourite. Then follow the path to the next room, where a demonic Frankenstein called Guildenstern is at play. He unleashes a tentacled monstrosity called Reynaldo in your direction. You want to get this fight over quickly because Reynaldo has some nifty attacks and can regenerate into two if you slash it. Get in close and use your Thunder attack and ground stab to finish him. Collect the red Orb which enables Fire magic. Now head back to Osric and you'll encounter some Bazuu on the way. Kill them and you'll find the boss room full of Gyaran, which absorb floating spirits. They pinch your red souls if you get too close, but if you stand underneath you shouldn't have any



trouble whacking them away. Kill them, grab the souls and exit through the red door that you can now open. You'll be back in the hallway with the Magic Mirror. You should have enough souls to enhance the Raizan sword and will want to save after a couple of tough battles. Exit the cave and you'll be attacked by three ninjas. Now head back up the rope ladder. Take on the axeman with your new sword and proceed to the courtyard after getting your souls back from the Gyaran. Punish a few Bazuu and open the Keep door with your red Orb.

KEEP

The place looks like a brothel and there's a Long Arm demon to fight, equipped with a sabre. Remember to block, attack, block, attack. Don't get too close because they can choke you – if they grab you – pound the  button to be let go. There are also other punier demons in the room. After dispatching them, go into the second door on the left, which contains plenty of goodies and a Magic Mirror. In a chest there's the Keep Map. Even cooler is the magic station that will recharge all your Orb weapons. Press  to suck it in, and enhance your Kouen. Wander to the back of the room and an old crazy bloke in a cocoon who looks like Yoda will appear. This is the entrance to the Dark Realm later in the game – you're not powerful enough to enter yet. Exit and move through the large set of

double doors in the main room, fighting the demons if they have reappeared. An old man, Tokichiro, is trying to catch a kid. You'll catch up with him later. In the room there's a chest with Normal Arrows. Grab them and go through the small wooden door. Trek along the hallway and enter the room near the weapons rack. In a treasure box you'll find Journal 3. Going back to the previous room there will be three bad dudes to slay. Chop them up and go through the red magic door. The next room has a couple of Three Eyes to mow down before progressing. Follow the hallway around to a strange-looking door. You don't have the piece to open it but now know what to look for. Continue on and you'll catch up with Kaede and the boy. Now move to the end of the hall and exit through the wooden door. This narrow passage is packed with opponents, including a ninja, so be careful. Grab the herb from the chest and check out the shelf above for a Fluorite. Go through the small door under the stairs. In the middle of the room is a trick treasure box. Turn left, right, left and then right twice. Inside, you'll find the Bow, a weapon we don't find is terribly useful. At the end of this room there is a book – the Suzaku. Exit the room and go upstairs. Go through the small door. Go over to the bucket to find a Power Jewel, which will increase your vitality meter. Slash the rope to send the bucket crashing down below. Exit, go past the stairs and you'll encounter some foes, including a Long Arm. Take them out 



"Hi, I'm Samanosuke. I'm a fit, vivacious and fun loving Taurus who enjoys fine dining, long walks on moonlit beaches, and slaying hordes of demonic undead. Please enclose a photo with your reply!"





» with some magic. Exit through the steel door and you'll be overlooking the Keep. Ignore the fighting and unlock the red magic door to your left. You'll have company to beat, including a Long Arm. Exit through the opposite door and you will see a wooden crate. Destroy it and grab the Arrows. In the corner under the stairs there is another Flourite. Now go upstairs to the Magic Mirror room. Here there's a box containing Arrows, and next to it is the Byakko. Enhance your sword at the Magic Mirror and save if you wish. Then enter the double red magic door.


You'll meet up with Kaede again but get trapped by some gates. It's a puzzle. Pull the lever in the cage and you will control Kaede. Go down the hall and pull the lever on the right to release Samanosuke. Have him pull the left lever, then as Kaede go to the next levers and pull the left one. Then have Samanosuke grab the Holy Armour from the chest and press the right lever (Kaede is still holding the left one and the middle one will hurt you!) Get Kaede to push the last one and exit.

A handy magic well is here and some candles. Use your fire magic and you'll light the candles. Recharge your magic and exit to the left. The next room has a puzzle on the floor. Its pattern is random but it's pretty easy. If you stand on an X tile your player will stop and switch control to the other, and tiles in an X pattern will disappear. Same goes for the cross tiles. Avoid sending the other character to their death and progress to the circle tile to get out. There's another puzzle in the next room, with Samanosuke trapped in a chamber filling with water. As Kaede you need to go to the little cubby in the wall above the grate. In this puzzle, you'll have to manipulate the pieces to match up the plates with the design on the wood. It's tough and the time limit is strict. Here's how to do it:

- Move the horizontal block on the bottom left all the way to the right.

- Move the left crest piece then its vertical counterpart down.
- Move the two small square blocks in the centre as far left as possible.
- Move the horizontal block in the bottom centre up as far as it will go.
- Move the horizontal piece in the bottom right corner to the left and up under the horizontal piece you just moved.
- Move the right crest piece then its adjacent vertical piece down into the right corner.
- Move the centre horizontal block right, into the space you just created.
- Move the other horizontal block up one space, then slide the left crest piece and the vertical piece to its right, all the way to the centre.
- Move the two small squares and the horizontal block above into the left corner.
- Move all the horizontal pieces in the top two rows as far left as they will go.
- Move the vertical pieces up and out of the bottom row.
- Move the right crest piece over to complete the puzzle.

Hooray! Glad that's over. Go through the room and in the next you'll find a pull tab that will release the traps you've come through and also drop a staircase from the ceiling. We suggest you go back and save before going up the stairs – you will do your block if you have to do those puzzles again. Now climb the stairs and go to the door with the special lock and use that Right Crest piece. You still need another piece so go down the ladder. You can go further down, but don't at the moment. Go around the corner and down the hall and take the ladder there down. Around to the right there's a chest with a Power Jewel to use. Go around the hall and you'll find a latched door. Unlatch it and go in, and you'll discover it's a trick door to a room you've previously been in. Move back up the ladder and head back across the hall to the other ladder and take it down. In the red chest, you'll find the Left Crest Piece. Now slice the paper

on the wall to get Journal 4. Exit up the ladder again and go back to the Crest door where you can pop in the other Crest to unlock it. Then climb the ladder again. Go up once more and return to the Crest door. Insert the other crest to unlock the door. You'll discover the kid again and that creepy Tokichiro. Wander into the next room and pick up Volume 2 of the Seiryu. In the box opposite is another Flourite. Keep going into the next room and grab the red Suzaku on the floor. Watch out, because a ninja will burst through the screen. Finish him and go around the staircase in the next room and grab the arrows from the chest. Now go upstairs. You will hear the screams of Yumemaru and have to battle more foes. Then go through the double doors. Grab the Medicine in the corner and Volume 3 of the Seiryu. Volume 4 is on the little table nearby. Slash the screen to the left. There is a small statue here that glows – press  to suck its souls. Slash the right screen to open a passage. There is a Magic Mirror here. Enhance one of your weapons, then save. Now climb the ladder.

BOSS TWO: MARCELLUS

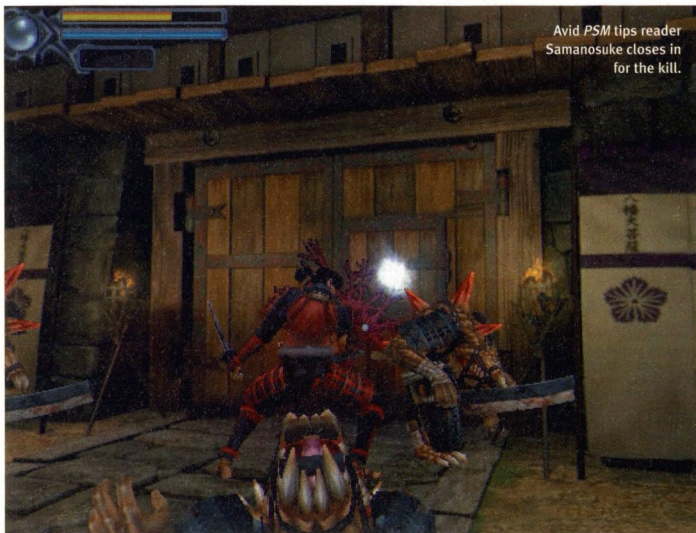
This fight is made harder because it's on a rooftop and there's limited room to move. But Marcellus isn't too tough to beat. Block his attacks then counter immediately. He has shield and scimitar, and will mostly slash horizontally at you, and occasionally down. He can also summon the wind – step back when he rears back. Make sure you keep backing off if any souls are around to grab, and switch weapons when your magic is out. When you've finished him off, absorb the souls he lets out and take the green Wind Orb from the side of the roof.

Return down the ladder and save, enhancing your orbs to level two if possible. Exit and go to the green magic door on the walkway. Use your Wind Orb to dissipate the magic and find the boy.

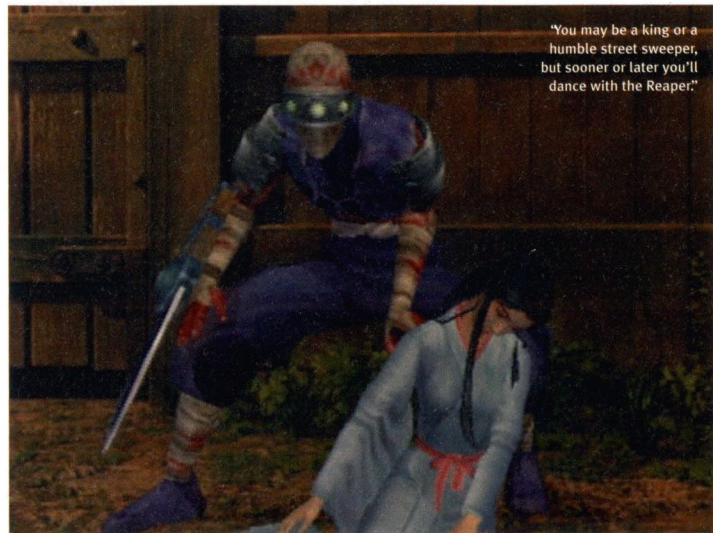
Before you go off to find Yuki



Whenever the opportunity presents itself mid-battle, grab as many souls as you can.



Avid PSM tips reader Samanosuke closes in for the kill.



"You may be a king or a humble street sweeper, but sooner or later you'll dance with the Reaper."

underground, it's a real pain but consider backtracking to the green magic door you found the kid Yumemaru behind. You'll get Burst Bullets which are really handy later on. Now make your way back to the Keep foyer, save and make sure you have upgraded the Shiden. Now go through the first door on the left, hacking up the Bazuu in the hallway and unlocking the double blue magic door. In the first room Three Eyes will drop from the ceiling. Punish them then go through the wooden door. Grab the blue book and approach the altar. You'll need to use all three orbs to enter the underground.

KEEP UNDERGROUND

Follow the path past the door blocked by tormented souls and proceed to the iron door. Here you'll find a Herb in a chest and a Magic Mirror. Enhance your Arashi and also the Herb if you can. At the end of the room, tentacles are blocking your path but you can hack through them. But look out because your mate Reynaldo is waiting for you on the other side. Slice and dice, then get the Green Book, Orange Book and Byakko from the shelves. Proceed through the door and in the hall you'll be attacked again. Go through the double iron doors into the slaughterhouse. Behind the hanging meat there's a chest with the Keep Underground map. Slash the rope holding the weight over the pool, which will cause a tray to rise on the other side. Take the Rosary of Communion from the tray, which allows you to talk to the dead. Exit and there are more tentacled beasts to fight before you can go around the corner to the iron door. Go to the chest and take the Purifier Bell. Now some big-ass axes are swinging from the roof. Run as the axe swings by, pausing before running

past the next. Head back through the Magic Mirror room to the ghost door near where you first came in and you can use your Bell to enter. There are Long Arms behind glass, but not for long. Take them out with magic (Wind is good for multiple opponents) then go through the small doors down the hall. There are more Reynaldos to turn into Calamari, before heading down the path and through the double doors. Slice the tentacles and in the corner you'll discover the White Book and a Herb in a chest. Now bugger off by equipping your Wind sword to open the double green magic door. Naturally there's a Long Arm to greet you. Now you'll find another volume of the Byakko and the Apocalypse 1. Because you now have the Sixth Sense, talk to the dead guy in the corner, before checking out the trick treasure box. It can be opened by turning the centre, then right, then left. You'll get a Blue key. There's also a Flouride here inside the Iron Maiden. Rock on. Go back to the room the Long Arms were in and in the corner near the last glass-encased Samurai there's a Flourite. The doors to the right can be unlocked with the Blue key. That fruitcake Tokichiru is here, who seals you in the room.

KAEDE - WEST AREA

Controlling Kaede is similar to Samanosuke, but you don't have a Gauntlet so you don't collect souls. And it's often wiser to run rather than fight, as she is not as strong. But she is nimble and can throw Kunai knives by pressing **△** when targeting an enemy.

First go through the door and you'll meet a soldier. Grab the Red key and leave. Save if you wish. Now exit the Keep and go to the green door, avoiding

fighting as you proceed to the far door past the Three Eyes. Use the Red Key to unlock it. In the passage there's a chest with a Herb. More Three Eyes will appear, but try to keep running down the hall until you get to a wooden door. There are more nasties here to avoid, but keep going, past the triple blue magic door and noting the ladder and well, which is the other Dark Realm entrance. Watch out for the demons shooting arrows down and proceed to the double doors on the left. There are Three Eyes here and Kunai to grab on the corner. Use your Shinobi kit on the door between the torches. You're in a Magic Mirror room. There is another puzzle box here, which will require the Byakko to solve, or you can just cheat again and choose the fifth word, then the seventh, then the second for a Magic Jewel. Leave the room and grab the gear blinking near the soldier's feet. The doors at the end here need Gold and Silver plates to open, so go back through the garden to the area where the demons were shooting arrows. On the left there is a small alcove with a ladder up. Ascend and scoot along to the door. Progress along the walkway and there's another ladder down, then a room with a triple red magic door, a chest with the West Area Map, a magic recharge station and a Magic Mirror. Go through the door on the left and you'll be on a stone path. There are demons, but dodge them before going through the metal door on the right. Gee, it's like a furnace in here. Grab the pulley and whiz across before the door closes. The fire bursts are random but once across you can pull the tab there and open the door for good. Now take the Gold Plate from the wall and destroy the crates to find the Herb. Leave and go straight across to the other door. There's a chest with a

Herb and another with Journal 5. There's also a volume of the Suzaku on the shelf. Check out the cabinets. There's a gearbox inside. Pop your gear in, pull the string and hey, presto, there's a secret passage. Cool. Now go and pick up the Silver Plate from the chest and the final Byakko nearby. There's another Flourite in front of the Buddha. Go outside, and head back to the Magic Mirror room, avoiding your opponents. Save and go back up the ladder, around and down the other one to the garden. Avoid your opponents again and go through the Magic Mirror room back to that door that required the plates. Pop them in and you'll be inside a fire. Avoid the flames and go through the small, wooden door to the left. Next to the staircase and the barrels there's a Flourite. Head upstairs where you'll find a trick treasure box. Turn the middle once, then right twice, then left twice to pick up and equip the Sacred Knife. Go back downstairs into the fire room and all the way to the back where the open door is. See if you can toast the demons into the fire, and watch out for the Three Eyes. Belt the urns and get the Genbu off the bench and the Kunai from the chest. Go back through the fire again to the cellar staircase. Go down and along the path until you reach the tentacles, which you can now cut easily with your Sacred Knife. Hack through, then go through the door on the right. You'll be left to take on a Volchimian. Always try to face him by using the **△** 180 button and block his attacks, then attack. The sacred knife or Kunai can be used to defeat him. Now, it's back to Samanosuke...

PSM will tell you how to conquer the rest of *Onimusha* in part two of our playguide next issue.



Star Wars Episode One: The Phantom Menace

Starring: Liam Neeson, Ewan McGregor, Natalie Portman, Samuel L Jackson
Director: George Lucas **Year made:** 1999
Made by: Lucasfilm **Rated:** PG
Special features: Commentary, deleted scenes, documentary, multi-angle storyboards, featurettes, music video, photo galleries, posters, trailers, TV spots, *Starfighter* feature, DVD-ROM weblink for exclusive content, Easter Eggs.

May the force be with you. And *The Phantom Menace* DVD...

It's ironic that after millions around the world have signed petitions, *The Phantom Menace* is probably the movie the least number of Lucasfilm fans wanted to go digital. However, they can be consoled by the fact that George has delivered a classy package – a two-disc set absolutely crammed with quality extras, much of the content never seen before.

Star Wars fans will be glued to the screen for over six hours. You can watch the film complete with commentary from

Lucas and chums, enjoy the 'making of' documentary, view the deleted scenes (polished just for the DVD) and more. It is probably the most extensive set of extras yet packaged with a DVD film.

Episode One's big highlights include the fast and furious pod race and the

incredibly choreographed three-way battle between Darth Maul and the two Jedi. Outstanding sound and picture quality on the disc more than does justice to the extravagant costumes, locales and score. Fans will also note that Lucas has increased the running time, adding a few of the deleted scenes to the DVD film.

Whether you stood up for Lucas after his post-*Menace* mauling or believe Jar Jar is the devil, there is little doubt this is one of the finest DVD packages yet released. The agonising wait for the original trilogy to be released on the popular format just got even more difficult. **JH**



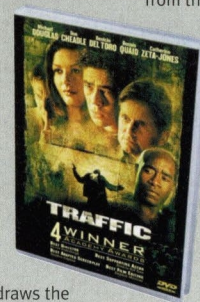
Traffic

Starring: Michael Douglas, Benicio Del Toro
Director: Steven Soderbergh **Year made:** 2000
Made by: IEG **Rated:** MA15+
Special features: Trailers

A powerful and real treatment of America's 'war on drugs'.

Traffic is powerful, compelling and intelligent cinema. Its gripping story on the effect of the 'war on drugs' in America takes in everything from the highest levels of the US government and the Mexican drug cartels to citizens on the street.

Via simultaneous plotlines the movie follows diligent cops, out-of-touch politicians, corrupt militia, even a housewife forced to play drug lord, and slowly draws the viewer toward a conclusion where all the key players' lives intersect. Despite the Altman-esque number of cast and stories, viewers won't feel overwhelmed by the material, just the problem it explores. While the film doesn't overtly preach, the conclusion of all the misery on display couldn't be clearer.



One clever mechanism used to simplify matters is Soderbergh's use of entirely different visual techniques for each locale. Mexico is another world – gritty and sun-bleached – while steely blues punctuate Cincinnati to contrast the bright colours of Zeta-Jones' crumbling life in San Diego.

Despite many fine performances from the likes of Michael Douglas (*Wall Street*), Don Cheadle (*Swordfish*, *Rebound*) and Luiz Guzman (*Boogie Nights*), it is Oscar winner Benicio Del Toro who is the standout. Playing a pragmatic, yet honest and hardworking Mexican cop placed in an impossible situation, his olympian cool and control thinly masks a burning passion for justice.

This rich, tightly woven epic demands to be seen. *Traffic* confirms that Soderbergh has become one of Hollywood's most important and commanding directors, a progressive storyteller with something important to share. **JH**



Proof Of Life

Starring: Russell Crowe, Meg Ryan
Director: Taylor Hackford **Year made:** 2000
Made by: Warner Brothers **Rated:** M15+
Special features: Director's commentary, behind the scenes documentary, trailer.

Crowe's star continues to rise in this gripping ransom drama.

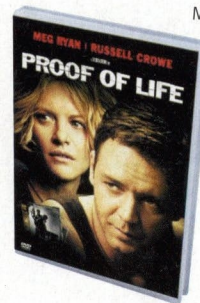
Patriotism aside, it is Russell Crowe who is the highlight of this story about an engineer, Peter Bowman (David Morse), who gets kidnapped and held for ransom by a pack of South American revolutionaries-turned-drug traffickers.

When a corporate merger leads to a decision by his employer to quit Bowman's case, Crowe's Terry Thorne, a professional kidnap/ransom negotiator, goes into business for himself, working with Bowman's wife (Meg Ryan) and sister to arrange his release. As the ordeal stretches out, Thorne finds himself drawn to Bowman's wife, suffering inner conflict about their future even as he plots the return of her husband.

Crowe expertly underplays Thorne, whose taciturn and professional demeanour scarcely betrays the emotional turmoil he endures. Ryan seems out of her depth; teary-eyed scenes notwithstanding, she's still way too sunny and light for her role, lacking crucial emotional commitment. In contrast, director Hackford made

Morse's kidnap victim more human and less charismatic. Morse (*The Green Mile*, *The Negotiator*) supplies a real and credible performance that goes a long way to adding depth to the story. David Caruso also impresses as the mercenary associate of Crowe who joins the rescue team for money.

There is an engrossing and largely well acted story here if you forgive the cardboard cut-out bad guys, some minor plotlines that lead nowhere, and the fact that it borrows a lot from *Casablanca* (even the end!). *Proof Of Life* isn't the definitive cerebral action film some pundits have claimed it to be, but it's no dummy either. **JK**





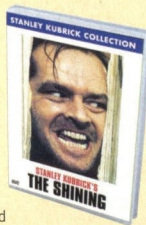
TRIPLE TREAT

Jack, Billy and Homer are this month's men of the moment.

The Shining

Starring: Jack Nicholson, Shelley Duvall, Danny Lloyd

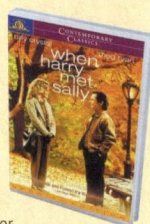
A macabre, menacing masterpiece from Kubrick, which was the first epic horror film. Nicholson is the frustrated writer turned live-in caretaker who moves his family into a hotel in its off season. The hotel's spirits, some passive, some malevolent, eventually drive him to a psychosis that is a chilling treat to watch.



When Harry Met Sally

Starring: Billy Crystal, Meg Ryan, Carrie Fisher

Fox has just released a Special Edition of this much-loved romantic comedy. The commentary by director Rob Reiner, deleted scenes and making of documentary make it a must for anyone who enjoys a giggle. Meg Ryan steps far more assuredly here than in *Proof Of Life* (see opposite).



The Simpsons – Season One

Starring: Homer, Bart, Lisa, Monty

Release the hounds! One of the most consistently amusing and cutting series in the history of TV has finally come to DVD. This three-disc set contains all 13 episodes from the first season plus excellent bonuses like out-takes, scripts, sketches and commentaries. Essential viewing.



Recent Release Round-up



The Mexican

Starring: Brad Pitt, Julia Roberts, James Gandolfini

This stylish and understated little whimsy is not at all what you would expect from two mega stars. In fact, they spend precious little screen time together and the film is all the better because of it. *The Sopranos* star Gandolfini steals the show as the hitman who kidnaps Julia, and the dialogue between them and the relationship they develop is wonderful. Perhaps the mishmash of genres was a little too ambitious and the pace too slow, but there are enough wry smiles and clever twists to keep you entertained. **JH B**

2001: A Space Odyssey

Starring: Keir Dullea, Gary Lockwood

One of the greatest science fiction films ever is finally on DVD. It hasn't dated after 30 years, and this transfer presents the film in all its glory. You can use countless superlatives, but nothing can compare to experiencing it for yourself. Thumbs up to Warner for finally releasing the film in Australia as part of the *Stanley Kubrick Collection*. The only sad part is that it is 2001, and far from being children of the stars, we are still like the ape-man, using tools to destroy rather than create. Luckily, this film serves to inspire. **JH 10**

What Becomes of the Broken Hearted?

Starring: Temuera Morrison, Clint Eruera

A few years on from the magnificent *Once Were Warriors*, we return to see Jake 'the muss' has lost his family, but kept his violent streak. It is only when another family tragedy strikes that Jake starts seeing the need to make amends and seek redemption – not only for his own tortured soul, but for his son as well. Depicting the positive aspects of Maori manhood as much as his previous turn exposed the negatives, Morrison's brilliant empathetic performance sees him credibly transform Jake's familial brutality into a type of fierce, tragic heroism. While lacking the raw power and bleak outlook of *Once Were Warriors*, this is still moving stuff and well written. Like its prequel, this too is one of the best contemporary films to be made from either side of the Tasman. **JK B**

Where The Money Is

Starring: Paul Newman, Linda Fiorentino, Dermot Mulroney

Paul Newman stars as infamous bank robber, Henry Manning, in this unusual storyline. With a 30-year career behind him, Manning is transferred from prison to a nursing home when Carol (Fiorentino), a nurse at the home, becomes suspicious of him after a series of unexplained events take place in his room and in the home. Meanwhile, Carol is tired of her mundane life with her husband (Mulroney), and when Manning is being moved to a new prison, Carol and her husband embark on an illegal adventure with Manning, which results in an intriguing outcome. **JT 7**

SCI-FI DVDS

In the future, all movies will be this good

- 2001: A Space Odyssey**
A mind-blowing experience.
 - Star Wars Episode One**
Finally we can feel the Force on DVD.
 - Blade Runner: The Director's Cut**
A masterful and stylish vision of the future.
 - Alien Trilogy Box Set**
In space, no-one can hear you scream.
 - The Matrix**
Dazzling sci-fi thrill ride with a smart script.
 - The Terminator**
Relentlessly thrilling from start to finish.
 - Close Encounters...**
Spielberg's wondrous tale of alien contact.
 - Invasion of the Body Snatchers**
Exciting, paranoia-filled classic.
 - Gattaca**
Clever look at a genetically engineered future.
 - Terminator 2: Judgement Day**
Non-stop action and amazing special effects.
- © The team's personal tastes

HITCHCOCK DVDS

The master of suspense goes digital

- Rear Window**
Gripping tale of voyeurism and murder.
 - Vertigo**
Brilliant psychological thriller.
 - North By Northwest**
Exciting espionage yarn with dazzling visuals.
 - Psycho**
The ground-breaking horror classic.
 - The Trouble With Harry**
An adorable and hilarious black comedy.
 - The Man Who Knew Too Much**
Stewart is the everyday man in big trouble.
 - Saboteur**
Smart thriller based on a Conrad novel.
 - Shadow of a Doubt**
The underbelly of small town USA is revealed.
 - The Birds**
Spooky and chilling horror flick.
 - Marnie**
A subtle and spellbinding thriller.
- © The team's personal tastes

DVD SUPERSTAR

Stanley Kubrick

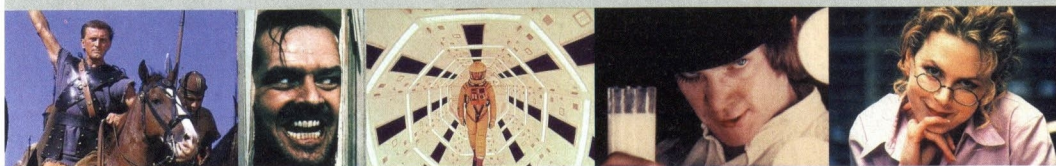
Stanley Kubrick wasn't a prolific filmmaker, but his work was always memorable and often controversial. Dehumanisation and the dark side of human nature were common themes throughout his work. Incredibly, Kubrick never watched any of them when they were completed.

After making a couple of well-received films, Kubrick was asked by Kirk Douglas to direct *Spartacus* in 1960. The film is still revered today, though many of the crew complained of Kubrick's domineering nature. Finding the experience disagreeable, Kubrick left Hollywood forever.

Kubrick made all of his subsequent films in England, starting with the highly controversial film adaptation of *Lolita* in 1962. Kubrick followed up with *Dr Strangelove* (1964), a comedy about nuclear war, and enjoyed commercial and critical success. *2001: A Space Odyssey* followed four

years later, with as many detractors as admirers of its slow pace and enigmatic content. *A Clockwork Orange* (1971) similarly polarised opinion. *Barry Lyndon* (1975) was a far more gentle 19th century period piece, but the epic horror film *The Shining* (1980) marked another departure.

Kubrick's perfectionism was now legendary – one story had Kubrick asking elderly actor Scatman Crothers for over 70 takes of slamming a car door. He also reportedly shot 1.3 million feet of film for *The Shining* – only using roughly one percent of it. Kubrick's last released works were the dark Vietnam war film *Full Metal Jacket* (1987) and *Eyes Wide Shut*, which was completed just before his death in 1999. Kubrick also had many other projects at various stages of completion, including *AI*, which was released this year after Steven Spielberg took the reins.



DVD TOP TEN

The best selling DVDs

- Crouching Tiger, Hidden Dragon**
Columbia TriStar
- X-Men**
20th Century Fox
- MI2 – Mission Impossible**
Paramount Entertainment
- Mummy – The Ultimate Edition**
Columbia TriStar
- Hannibal**
Columbia TriStar
- Bring It On**
Roadshow Entertainment
- Gladiator**
Columbia TriStar
- Space Cowboys**
Roadshow Entertainment
- The Matrix**
Roadshow Entertainment
- Charlie's Angels Collector's Ed.**
Columbia TriStar

Chart provided by





If you like this, listen to these:

1. *Mama's Gun* by Erykah Badu
2. *The Miseducation* by Lauryn Hill
3. *A Rose Is Still A Rose* by Aretha Franklin



The Id

Macy Gray
(Sony)

This summer Macy smooths out her jagged edges and opts for a rebirth of cool.

Macy Gray is simply cool; there is no other way to describe her. As both a personality and a vocalist, Gray oozes charisma, delivering her own brand of eccentric charm without apology or faltering. Achieving huge success with her debut album, *On How Life Is*, it looks like she's set to repeat the same feat again.

The Id presents a smoother, more mature and (if possible) groovier Gray – perhaps lacking some of the edge of the past, but much cooler in a James Brown or Sly Stone sense.

Whether it's the danceable fun of *Sexual Revolution* or the classic groove of *Gimme All Your Lovin' or I Will Kill You* (which sees Gray ramble the distinctive line "it's amazing what a gun to the head can do/my baby loves me now as much as he can"), this album is perfect sunshine music.

With great guest appearances (Erykah Badu and Angie Stone) and brilliant production, *The Id* is a strong second album from an artist who continues to surprise. **DL**



SOUNDWAVES



● Due to the terrorist attacks on the USA, much of the American entertainment industry has come to a halt. Plenty of musicians have recorded tributes, but Dr Dre has gone one step further. Not a stranger to controversy, the ex-NWA founder has recorded a song called *Kill bin Laden*. Sounds like nasty stuff.

● Further on the attacks, expect plenty of concert cancellations as international guests postpone their world tours indefinitely.

● Destiny's Child are recording a Christmas album. The girls – Beyonce, Kelly and Michelle – maintain it won't be cheesy fare (like most Christmas albums are), but more in the vein of the Motown Christmas album from the early '70s.

● Limp Bizkit turntablist DJ Lethal is recording a solo debut album and it is reportedly close to completion. There is set to be plenty of collaborations, including one with Method Man. Look out for it late February 2002.

● Dave Navarro, of Jane's Addiction and Red Hot Chili Peppers fame, is now Carmen Electra's official new boyfriend. The ex-*Baywatch* babe was once married to Dennis Rodman and has also been jiggy with Methods of Mayhem's Tommy Lee.



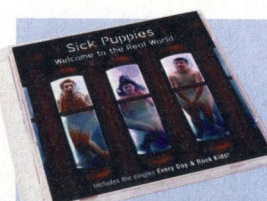
Toxicity

System Of A Down
(Sony)

The power and the passion haven't died with RATM...

Finally there is a band to fill the void left by the uncertainty surrounding the political and now disbanded Rage Against The Machine. Seven years after forming, LA four-piece System Of A Down have come of age, and their second album, *Toxicity*, is a stunning display of both imagination and power.

Blending crushing riffs with sublime harmonies, System show both the grace of bands like Queen and the power of Pantera's ilk. Their first single, *Chop Suey*, is one of the best metal tunes of the last five years, and it is just the tip of an intense, biting iceberg. With the all-out assault of *Needles* or the bizarre, intricate *Forest*, System prove the virtue of clever contrast in classic heavy rock. **KW**



Welcome To The Real World

Sick Puppies
(Transistor)

Pups now, after this debut they might be giants.

Unearthed in Sydney last year, the Sick Puppies have faced both hype and criticism (having been called everything from overrated to the future of Oz rock). Thankfully, the band have been able to ignore the media opinions and focus on the music, and their debut album, *Welcome To The Real World*, is a strong and honest first effort.

Although at times the sound is a little immature – songs like *Rock Kids* show the band's tender age – there is still power and imagination a plenty here. Add to this the fact that, despite their obvious love of American nu-metal, the Sick Puppies still sound very Australian, and there is a lot to be hopeful about for the future of this band. **DL**



AND THE REST...



Where There's Smoke

Cruel Sea
(Universal)

Tex and the boys regrouped and re-focused to create an album that is as good as any they have ever made. Full of don't-give-a-damn swagger, this record is warm, genuine, eclectic rock 'n' roll. **KW**



Love and Theft

Bob Dylan
(Sony)

The wise old man of rock 'n' roll throws down another lesson from the misty heights of his great mountain, proving that while his voice might be shot, his songwriting is witnessing something of a renaissance. **DL**



VB

Victoria Beckham
(EMI)

Posh Spice's solo debut is as thin as her figure, with her first solo effort sounding as uninspired as those of the other Spice Girls. Although she proves she can actually sing, VB could use some better tunes. **KW**



Souljacker

Eels
(Universal)

Eccentric as ever, Eels' head honcho E has created another album of bizarre musical surprises. Heavier and darker than previous efforts, *Souljacker* loses a little of the Eels' ironic, innocent charm. **KW**



Demolition

Judas Priest
(Warner)

Classic old school metal like this is pretty cool for fossil value, but Judas Priest are not likely to make many new fans with *Demolition*. The guitars still wail with wild abandon, but honestly, we've heard it all before. **DL**



Weird Revolution

Butthole Surfers
(Festival)

Legendary in the stranger circles of rock, the Butthole Surfers are notoriously hit and miss. This latest effort is better than the band have done in recent outings, but still doesn't recapture their former glory. **KW**



Inclinator

Lino
(EMI)

Laid back grooves and a strange combination of indie rock and underground electronic music make Lino's second album oddly appealing. The first single, *Auger Well*, is a good indication of the quality of *Inclinator*. **KW**





Words: Aaron Bertram Photos: Natalie Brunovs

GERLING

Back in the day, the old Gerling could be accused of being a touch *laid back* when it came to taking care of business. Not any more.

Gerling are (left to right) Darren, Burke and Presser. Their latest album, *When Young Terrorists Chase The Sun*, is on sale now.



Gerling are *Hawk* fans to the bone.



www.gerling.net.au

Gerling's website recently reported that the album's release had been delayed due to the tragedy in the US, and stated that the title "is in no way an endorsement of violence or acts of terrorism such as those that have caused such devastation in recent days".

Nowadays Gerling do things like get record deals, perform all around the country and overseas, and get their members into the rolodex of such big names in the biz as LA hip-hop impresario Kool Keith, producer Josh Abrahams – even our own lil' Kyles – all of whom lent a hand on the new album.

Titled *When Young Terrorists Chase The Sun* (see sidebar for Gerling's response in light of the US tragedy), the album is a disco-flavoured collection of admirably executed sweet, summery dance tunes. It's been a year-and-a-half well spent, say the fellas, on mastering the finer arts of electronic bleeps and whistles, bunging bits of someone else's stuff over the top and setting the whole thing to a beat designed to inspire a concerted shaking of the rump. It was a long time for the lads to take. Their first

full-length release, *Children Of Telepathic Experiences*, took just six days to cut.

"The title came about when we were first thinking about the themes for the record," says Presser. "The terrorist thing is not actually about terrorists. It's the thing that we're all young terrorists and the sun represents our dreams. It's more, 'C'mon, let's get psyched' than anything dark."

The band admits to being vaguely political. On their Free Christian Hasoi Tour, the band hopes to raise awareness about one of their heroes, A-1 skateboarder Christian Hasoi, serving 13 years on a drug offence. "We just heard about it. We don't have that much say or influence over people but we thought it'd be better to do the 'Free Christian Hasoi' tour than 'the beer 'n' ciggies' tour," says Burke. "I think people are becoming more educated. We're not political like Midnight Oil, but we like to know what's going on.

Although we still pay taxes and drink Coca-Cola," says Darren.

Gerling bless the Internet. "It's inspiring that anyone can do it as long as you're prepared to learn the equipment," says Darren, the most vocal of the trio. "I think it's the best thing ever." The fact that *Tony Hawk's Pro Skater 3* will be playable online is likely to further elevate the *Tony Hawk*-addicted band's endorsement of the Net!

"Sampling is a cheap cop-out in some respects," opines Burke. "When you hear some slick R'n'B producer take a big riff from someone's classic song of 30 years ago and use the whole thing, that's not exactly creative genius. For Presser, "It's not about taking someone's work. It's about finding a sound you like. If you can't play a flute, then you can just get a good flute sound and put it out there in the keyboards."



PlayStation2 DVD Remote Control Kit

Price: \$49.95 Web: au.playstation.com On sale: Now

Sony's official PS2 remote control offers new playback modes like shuffle and repeat, reverse slow-mo, and three different speeds of fast forward and reverse. You can use it as a wireless controller for playing games! The kit includes a CD update of the DVD drivers to version 2.10, which helps in getting those problem discs to play. A must for those who like to remain seated, yet in charge.

Sony 91cm Widescreen Television

Price: \$6999 Web: www.sony.com.au On sale: Now

Wow. This has to be one of the best tellies we've ever seen. It offers a superb flat Trinitron widescreen display that is razor sharp whether you're watching a DVD or playing *GT3*. The screen has virtually no glare, there's a Dolby® Pro-logic decoder and loads of inputs for plugging in all your electronic gear. You can also choose an optional set top box for receiving digital TV broadcasts.

Ericsson T29 Mobile Phone

Price: \$520 Web: www.ericsson.com.au On sale: Now

The T29 is the first to offer Enhanced Messaging Service, allowing users to send images and sounds to other mobiles. The phone has 70 images on tap, plus space for another 30 that (like ring tones) can be downloaded or made using the phone's editor. Other goodies include WAP Internet, voice activation for 10 phone numbers, five games and seven hours talk time.

Pillow Speaker

Price: \$10.96 Web: www.dse.com.au On sale: Now

Here's an odd one. Dick Smith Electronics has released a speaker designed to go under a pillow, allowing users to listen to the radio or their favourite music while lying in bed. It is designed to be heard only by the person whose head is on the pillow and not by their partner. Maybe it could also be used to drown out the sound of your partner's snoring...



NET SITES

After wearing out many a mouse ball surfing the Net, we've uncovered even more highlights of the W cubed.

Dark Horizons

www.darkhorizons.com

This Aussie site is one of the best places on the Internet for gossip about upcoming flicks. Hosting an (almost) IMDB-worthy selection of movie clips, images, DVD reviews, loads of current news, release dates and loads more.



Rotten Tomatoes

www.rottentomatoes.com

A handy American site to bookmark and have a quick squiz at before heading to the cinema or video store. It throws together reviews from newspapers, TV and web sites so you get a wide cross section of the buzz surrounding a new flick. The forums are also lively.



Resident Evil – A New Blood

www.new-blood.com

A monstrous and impressive resource for zombie slayers, with loads of up-to-date news, plus features, walkthroughs, forums a *Resident Evil* history and more. A great information resource that also serves as a nice stroll down survival-horror's memory lane.



CricInfo

www.aus.cricket.org

Lazy summer days in front of the telly drinking beer and watching the cricket are hard to beat. Ploughing through this incredibly comprehensive cricket site isn't a bad alternative though, with ball-by-ball coverage of all major games and much more.



Ananova

www.ananova.com

In the spirit of legendary Net site, www.theonion.com, real world news meets the quirky and even the odd sly piece of fabrication in this 'a little for everyone' site. With an ever growing readership, Ananova is on many surfer's daily 'must-visit' list.



Australian International Beer Awards

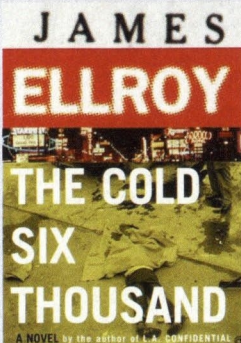
www.beerawards.com

An annual competition that brings together brewers from around the world to battle for the honour of being named the best amber fluid. Check out this year's results or the Hall of Fame before you go to the bottle shop and bring some class to your next barbie.



Jason Hill (jasonh@ozemail.com.au)

BOOK



The Cold Six Thousand

Author: James Ellroy

Publisher: Random House

On sale: Now Price: \$29.95

Ellroy provides another heady fix of crime fiction and history.

James Ellroy is arguably America's greatest living crime writer. His complex layering of plot, hip dialogue and obsessions with the dark underworld of LA make for addictive reading.

However, with his last book, *American Tabloid*, Ellroy became a modern historian – documenting the five-year build towards John F. Kennedy's assassination in a semi-fictional way.

The Cold Six Thousand now documents the following five years which link JFK's death to his brother Bobby's. At over 1000 pages it seems a daunting prospect, but with Ellroy's prose tighter than ever, you dread the moment it will end.

FILM

Zoolander

Starring: Ben Stiller, Owen Wilson, Christine Taylor, Will Ferrell, Jerry Stiller, Milla Jovovich

Director: Ben Stiller

Rated: TBC **Release date:** November 1

Ben Stiller writes, directs and stars as Derek Zoolander, an airhead male supermodel who finds himself seeking a new career when his limelight is stolen by a rival male model. A fashion designer takes Zoolander under his wing, but what he has in store for him has nothing to do with fashion. Famous faces



including Cuba Gooding Jr, Winona Ryder and Vince Vaughn pop up in minor roles, with cameos by Bowie, Fabio, Billy Zane and more.

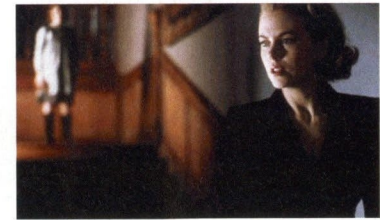
The Others

Starring: Nicole Kidman, Christopher Eccleston, Fionnula Flanagan, Elaine Cassidy

Director: Alejandro Amenabar

Rated: M15+ **Release date:** November 8

Beautiful cinematography marks this chilling thriller set in the 1940s. Kidman plays Grace, a mother of two children that both have a rare condition – sensitivity to light. Hidden away in their mansion on the English coast, Grace takes great care to keep light away from the afflicted children, and hires three servants to



assist with the mansion. Upon their arrival, the atmosphere in the house turns eerie and her children become unsettled. Hauntingly good.

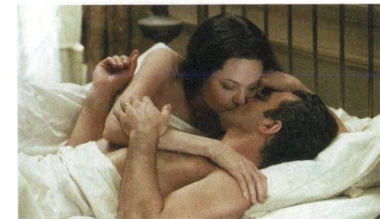
Original Sin

Starring: Antonio Banderas, Angelina Jolie, Thomas Jane, Jack Thompson

Director: Michael Cristofer

Rated: MA15+ **Release date:** November 8

The story of *Original Sin* is told to a priest by a woman who is facing execution in Cuba. Luis Antonio Vargas (Banderas) is a wealthy coffee plantation owner who decides it's time to get married. He finds a bride (Jolie) through a newspaper ad, but their life together is shaky from the start, with both of them hiding the



truth about who they really are. Deception ensues throughout their union until revenge is the only thing on their agenda.

The Queen of the Damned

Starring: Stuart Townsend, Aaliyah, Lena Olin, Vincent Perez

Director: Michael Rymer

Rated: TBC **Release date:** November 1

Shot in Melbourne, *The Queen of the Damned* fails to capture Rice's vampiric world the way the first movie did. Tellingly, Vincent Perez, who plays the queen's keeper, is the same man who tried and failed to follow in Brandon Lee's steps with the second *Crow* movie. Hopefully *The Vampire*



Chronicles will not follow the path of that brilliant gothic classic and be forever marred by sub-standard sequels.

From Hell

Starring: Johnny Depp, Heather Graham

Director: Albert Hughes

Rated: TBC **Release date:** October 25

Jack the Ripper was the world's most infamous serial killer, stalking the streets of London in the 1880s. After slaughtering five victims he disappeared and the case was never solved. This film uses the facts of the case as the basis of the story and fills in the blanks with fiction. Depp stars as the Inspector in charge of hunting down the



killer, much like his role in *Sleepy Hollow*. The ever gorgeous Heather Graham adds a touch of glamour to a gritty tale.

BLUEPRINT

Don't even think about walking into a games store without studying *PSM's* mini reviews of all the best PSone and PlayStation2 games available.

THE FAB FIVE

FIRST-PERSON SHOOTERS



1. TimeSplitters (PS2)

What this game lacks in single-player depth it makes up for in multiplayer fun.



2. Quake II (PSone)

A brilliantly executed title that squeezes every drop of power out of the aging console.



3. Red Faction (PS2)

This represents the next evolution in first-person shooter game engine technology.



4. Medal Of Honor: Underground (PSone)

Killing Nazis has never been more fun. An improvement on the already great original.



5. Quake III: Revolution (PS2)

This PC classic is showing its age, but it's still a lot of fun for four players.

Our future tip:

TimeSplitters was cobbled together very quickly and the single player game suffered for it, but *TimeSplitters 2* promises to be a much deeper experience.

TITLE GENRE PLAYERS VERDICT SCORE

● 4X4 Evolution	Racing	2	This is far from a 4X4 <i>Evolution</i> . <i>Smuggler's Run</i> , anyone?	6
● 7 Blades	Action	1	A few minor faults, but truly next-generation stuff.	8
● All Star Baseball 2002	Baseball	4	Impressive, but it won't convert those apathetic to the sport.	7
● Aqua Aqua: Wetrix 2	Puzzler	2	A great multiplayer mode balances the brain and finger work admirably.	8
● Armored Core 2	Shoot 'em up	2	A sharp looking game with plenty of depth – for those willing to battle the awkward controls.	7
● Army Men: Air Attack 2	Shoot 'em up	2	Worthwhile if you're after simple fun, particularly with a mate.	6
● Army Men: Green Rogue	3D action	1	Another failed <i>Army Men</i> mission. Will 3DO ever give up?	4
● Army Men: Sarge's Heroes 2	Action	1	A carbon copy of the PSone game with slightly higher resolution graphics.	5
● ATV Offroad Fury	Racing	4	Excellent over-the-top fun that provides a lengthy challenge to boot.	8
● Bloody Roar 3	Beat 'em up	2	One of the better fighters, but it's no <i>Tekken</i> or <i>Dead Or Alive 2</i> .	7
● C.A.R.T. Fury	Racing	2	As fast and cheesy as the shameless babes on the loading screens.	5
● City Crisis	Action	1	Shows potential but fails to follow up with solid mission objectives.	6
● Crazy Taxi	Arcade driving	1	A jumpin' joy rider guaranteed to thrill. Pure arcade high-speed thrills.	8
● Dark Cloud	RPG	1	Not perfect, but this blend of various RPG styles will appeal to many.	9
● Dead Or Alive 2	Beat 'em up	4	A wealth of unique features and staggering layers of depth – essential for fighting fanatics.	9
● Dinosaur	Adventure	1	A very average and unoriginal gaming experience.	4
● Donald Duck: Quack Attack	Adventure	1	Young gamers may not mind the decidedly PSone gameplay.	6
● Driving Emotion Type-S	Racing	2	You would be better off sticking with <i>Ridge Racer V</i> for the moment.	6
● Dynasty Warriors 2	Action/Strategy	1	With more scope and polish these mammoth battles could've been tremendous fun.	6
● EA Sports Rugby	Sports	2	A thoroughly enjoyable game of footy finally hits the Aussie market.	8
● Escape From Monkey Island	Adventure	1	<i>Monkey Island's</i> PlayStation2 debut is an atmospheric, high quality challenge.	8
● ESPN International Track & Field	Sports	8	An adrenaline shot of a game, but the control method limits gameplay. Great fun with friends.	6
● ESPN National Hockey Night	Sports	2	Inferior in absolutely every respect to EA's <i>NHL 2001</i> , let alone 2002.	3
● ESPN Winter X-Games Snowboarding	Snowboarding	2	Best for snowboarders looking for a more realistic game than <i>SSX</i> .	8
● Eternal Ring	RPG	1	An example of gameplay as ancient as the title's setting.	5
● Evergrace	RPG	1	Like a good appetiser – it tastes nice but doesn't hit the spot.	7
● Extermination	Panic action	1	An above average alien shooter that struggles to grasp its main aim.	7
● Extreme G3	Racing	2	A worthy foe for <i>Wipeout</i> , but not perfect and not for everyone.	7
● F1 Championship Season 2000	Racing	4	A former leader left floundering in the wake of superior competitors.	7
● F1 Racing Championship 2001	Racing	2	A good balance of arcade and sim action with plenty of thrills and spills.	8
● Fantavision	Puzzler	2	This innovative fireworks sim is dazzling and addictive.	8
● FIFA 2001	Soccer	4	The best-looking soccer sim ever – a game that provides quick thrills and spectacular goals.	7
● Flintstones In Viva Rock Vegas	Kart racing	2	Don't even contemplate insulting your PS2 with this digital fossil.	2
● Formula One 2001	Racing	2	Offers finely balanced gameplay. It can be as fun or difficult as you like.	9
● Freak Out	Adventure	1	More original than fun. <i>Freak Out</i> is videogaming as art.	7
● Fur Fighters	Action/Adventure	4	An original and hugely entertaining romp that's well worth the ticket price.	8
● Gauntlet: Dark Legacy	Action	4	Limited fun that is only worth considering as a four-player bash.	5
● Gift	Platformer	1	An engaging platform romp hobbled by its willpower-draining difficulty level.	6
● Gradus III & IV	Shoot 'em up	2	A nostalgia trip for some, an anachronism for most. This title doesn't offer value for money.	4
● Gran Turismo 3: A-spec	Racing	6	<i>GT3</i> is the best game on PlayStation2. A must-have – race off and buy it now.	9
● Gun Griffon Blaze	First-person shooter	1	The finest heavy metal action on PS2 at the moment but not exactly a must-buy.	7
● International League Soccer	Soccer	4	It's a shame <i>ILS</i> wasn't released a couple of years ago...	6
● International Superstar Soccer	Soccer	4	Not the <i>Evolution</i> many had hoped for, but the best soccer game on PS2.	8
● Kengo: Master Of Bushido	Fighting	2	It falls short by a couple of sword swings, but not a bad stab.	7
● Kessen	Strategy	1	An unusual and drama-filled epic game that will only appeal to a small group of strategy fans.	7
● Kuri Kuri Mix	Puzzle/Racing	4	Despite its strengths, the game is a tad too bizarre for its own good.	6
● Le Mans 24 Hours	Racing	2	An average racing game with no features to distance itself from the crowd.	5
● Lotus Challenge	Racing	2	Ideal as a warm-down lap after the mighty <i>GT3</i> .	8



TITLE GENRE PLAYERS VERDICT SCORE

● Knockout Kings 2001	Boxing	2	This PSone revamp is a solid boxing game, despite its flaws.	7
● Madden NFL 2001	American Football	4	The next-gen edition of this much-celebrated series delivers all you could wish for.	9
● MDK2: Armageddon	Action	1	A strong sense of style and top graphics create a joyous experience.	8
● Midnight Club: Street Racing	Racing	2	Speedy racing and super-slick powerslides are the only things on offer here. Shallow.	6
● Moderngroove: Ministry Of Sound Edition	Music	1	Ideal for electro enthusiasts and wannabe film-makers.	7
● Moto GP	Racing	2	Strap on your leathers and rev up for one of the best PlayStation2 racers.	8
● MTV Music Generator 2.0	Music creation	8	Still the perfect play thing for gamers interested in making music.	8
● MX 2002 Featuring Ricky Carmichael	Motocross sim	2	A bit of fun for a short ride. Ultimately doesn't fulfil its potential.	7
● NBA Hoopz	Basketball	6	Get a bunch of mates over and turn your brain off. Not for sim fans.	6
● NBA Live 2001	Basketball	8	A slick sports sim that will impress hardcore basketball fans.	8
● NBA Street	Basketball	8	Like your sporting games to be fast and furious? NBA Street can't be beat.	8
● NHL 2001	Sports	4	A significant development for the series, with EA's typically lavish attention to detail.	8
● Oni	Action	1	If only the average gameplay matched the impressive visuals.	7
● Onimusha: Warlords	Adventure	1	Capcom's tough new adventure is essentially Resident Evil with swords and is just as much fun.	8
● Operation Winback	Action	1	The solid multiplayer mode compensates for the lacklustre solo play.	8
● Orphen	RPG	1	RPG fans can find much better. Orphen fails to deliver in every way.	5
● Paris-Dakar Rally	Racing	1	Great durability, but faults will deter some potential rally drivers.	7
● Pool Master	Pool	4	As good as the real thing, minus the dim, smoky surroundings. Best played with a mate.	7
● Quake III Revolution	First-person shooter	4	Beautiful in its simplicity and looks, but it suffers from a poor frame rate during multiplayer.	8
● Rayman 2: Revolution	Adventure	1	Not quite the 'revolution' we had hoped for, but still good fun.	6
● RC Revenge Pro	Racing	2	A problem child this one – it never seems to learn from its mistakes.	5
● Ready 2 Rumble Boxing: Round 2	Boxing	2	A superb-looking beat 'em up with excellent comedy value. Best played in two-player mode.	7
● Red Faction	First-person shooter	2	Red Faction blows its way into your consciousness and provides a thrilling adventure.	9
● Resident Evil: Code Veronica X	Survival horror	1	The best survival horror game yet. Be prepared to be scared.	9
● Ridge Racer V	Racing	2	A fantastic racer. It's just a pity Namco didn't try to innovate or optimise the PAL version.	8
● Ring Of Red	Strategy	1	It will test your patience. Strategy fans will get a buzz out of it.	7
● Rumble Racing	Arcade racer	2	A fun but flawed racing game that offers high speed excitement.	7
● Rune	Adventure	4	A dull action romp with mystifyingly bad controls.	3
● Shadow Of Memories	Adventure	2	Brave, clever and interesting, but more video than game.	6
● Silent Scope	Shoot 'em up	2	Silent Scope is a fun no-brainer that is both addictive and entertaining.	7
● Silpheed	Shoot 'em up	1	Instead of Silpheed buy Raystorm and a PSone. You'll have more fun.	3
● Sky Odyssey	Flight simulation	1	Entertaining airborne thrills with a pleasingly different style and pace.	7
● Smuggler's Run	Racing	2	The environments are massive and stretch for kilometres – hilarious racing action.	8
● SSX	Snowboarding	2	Outrageously fast, gorgeous and fun. Forget the snowboarding stereotypes and hand over your cash.	9
● Star Wars: Starfighter	Shoot 'em up	2	It doesn't get much better than a good Star Wars game. Superb!	9
● Street Fighter EX3	Beat 'em up	2	A proud history but in today's market SFEX3 doesn't have enough muscle to survive.	5
● Summoner	RPG	1	Close but no cigar. Summoner is a good RPG let-down by some unfortunate flaws.	7
● Super Bombad Racing	Kart racer	4	A big surprise. Put aside your preconceptions and giggle like a kid.	8
● Super Bust-A-Move	Puzzler	2	Not a big leap forward, but the new elements add spice to an addictive game.	8
● Surfing H3o	Surfing	2	Recommended if you wish to add the worst PlayStation2 game to your collection.	3
● Swing Away Golf	Golf	4	Slick, deep and entertaining – it should please golf fans and the better dressed.	8
● Tekken Tag Tournament	Beat 'em up	2	Sets a high standard on PlayStation2 and keeps the Tekken franchise at the top of the tree.	9
● The Bouncer	Beat 'em up	4	Disappointing overall, so think long and hard before grabbing this game.	7
● Theme Park World	Strategy	1	The scope of the game has grown with the PS2's capabilities – as fun as a roller coaster.	8
● This Is Soccer 2002	Soccer	4	AI niggles don't stop this being the best soccer sim available on the PS2 yet.	9
● Tiger Woods PGA Tour 2001	Golf	4	Unique swinging controls and top graphics save this brief golfing sim.	8
● TimeSplitters	Shoot 'em up	4	The engrossing multiplayer combat overpowers Unreal and demands to be played.	9
● Tokyo Xtreme Racer: Zero	Racing	1	Easily one of the best racers on PS2 – ignore it at your peril.	8
● Top Gear Dare Devil	Racing	2	An alternative to strict racing sims, this has its own fun character and solid graphics.	7
● Unreal Tournament	First-person shooter	4	Gorgeous levels, great variety and serious guns – a wise purchase.	8
● Wacky Races	Kart racer	4	It may have a 'gos flavour to it, but it's still fun for kart racing fans.	7
● Warriors Of Might & Magic	Action	1	The appeal of hacking 'n' slashing gets old too quickly.	5
● Wild Wild Racing	Racing	2	An enjoyable if slightly repetitive arvo's entertainment – especially with friends.	6
● World Destruction League: Thunder Tanx	Action	4	This game offers multiplayer laughs but little for the lone player.	6
● X-Squad	Shoot 'em up	1	If you're happy to spend \$100 on a couple of evenings' worth of gaming, don't hesitate to buy it.	8
● Zone Of The Enders	Action	1	Excellent genre-buster. A visual masterpiece but under-developed.	8

THE HOTTEST PSone GAMES

Hundreds of classics have been released on PSone – this assortment of old and new are just some examples.



Sheep, Dog 'N' Wolf

One of Looney Tunes' lesser known cartoons makes one of its better games.



World's Scariest Police Chases

The television show is scary for all the wrong reasons, but the game is great.



Toy Story Racer

The geniuses behind Muppet RaceMania have whipped up another kart racing treat.



Alone In The Dark: The New Nightmare

Scary and chilling, and one of the high points of the genre.



Fear Effect 2: Retro Helix

Deep, diverse and an extended challenge. We'd like to see how this fares on PS2.



C12: Final Resistance

Lots of guns and death are always a successful formula. Can you resist?



Final Fantasy IX

A lengthy and adrenaline packed challenge that even attracts the non-RPG playing population.



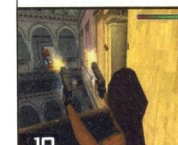
ISS Pro Evolution 2

Quite simply the greatest soccer game ever made on PSone. Revolutionary.



Matt Hoffman's Pro BMX

Activision follows up the success of the Tony Hawk series and gets more extreme.



Tomb Raider Chronicles

Lara's swansong on the console she was born on. Ready for Lara on PS2?

NEXT ISSUE...



● BREAK THE RULES

Burnout is possibly the best racer ever. Is it better than the reigning king of racing sims, *GT3*? Don't miss our exclusive review.



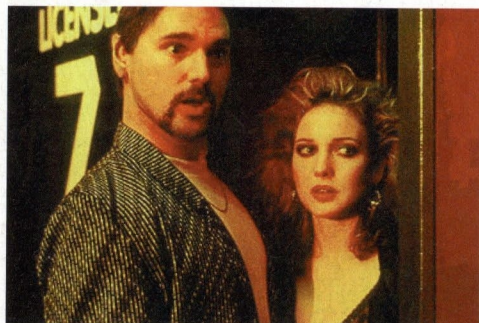
● SNEAKY LITTLE DEVIL

We take an in-depth look at Capcom's latest 3D action adventure, *Devil May Cry* – the big brother of the *Resident Evil* franchise.



● IT'S A RAP

We preview PaRappa and his musical entourage as they star in an all-new party game for PS2. Get set for giggles galore.



● CHOPPER ON DVD

Eric Bana's brilliant performance as Mark "Chopper" Read is yours to own on DVD next month, along with a host of other top movies.



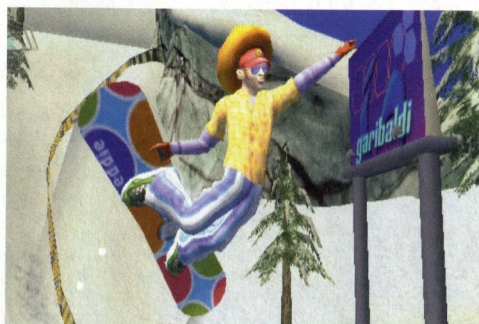
● HARRY WHO?

Harry Potter makes his long-awaited debut on PSone in an adventure that's sure to fly off the shelves during the Christmas holidays.



● MADE IN JAPAN

Jason Hill visits the Tokyo Game Show in Japan to report on the future of gaming and check out the latest developments.



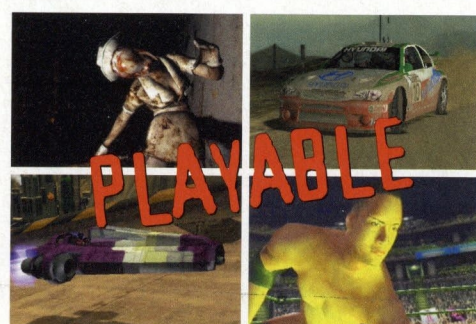
● IT'S TRICKY!

SSX Tricky, the sequel to the PS2's best-selling game at launch, is about to hit the slopes again, but this time with a few more tricks up its sleeve.



● CUTIE PIE

Buffy The Vampire Slayer's Alyson Hannigan lets her hair down and reveals the goings-on during the making of *American Pie 2*.



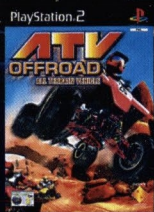
● FREE PLAYABLE PS2 DEMOS!

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